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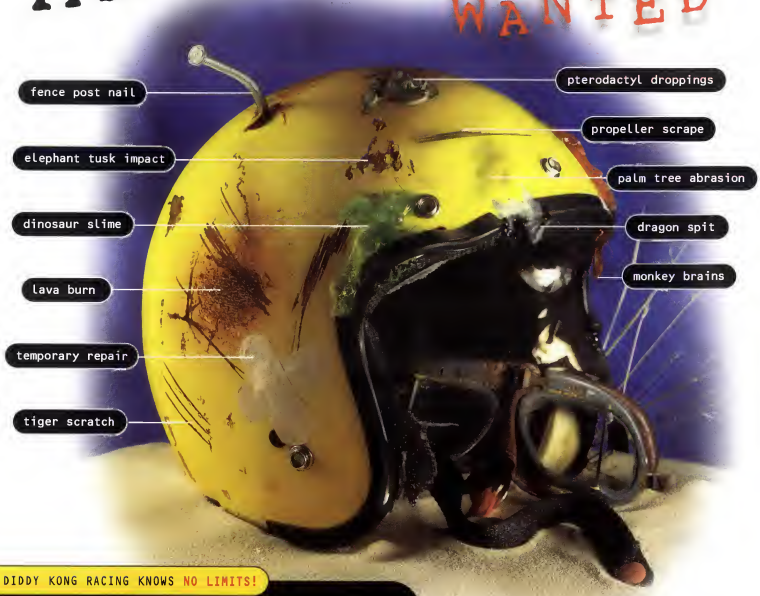


Oi newsy! Where's my book? Or d'ya wanna be shaken and stirred

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No.64 JANUARY

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CONTENTS

Issue 64
January 1998

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ALL YOU NEED TO KNOW

THE WORLD'S FIRST PLAYTEST!

LEGEND OF ZELDA 64

Page 6

FIVE YEARS OF FIRSTS! 64 issues and 64 reasons to play N64

Page 98



PLUS!

EVERY GAME FROM SPACE WORLD YOU NEED TO PLAY IN 98

30 pages of N64 news!





Page 18

The greatest race fest ever?



Page 12

The dino's second outing revealed



Page 22

Could they invade your Nintendo?

NEWS

4 Our fattest news ever! Every game from Nintendo's Space world revealed





Super Mario RPG 2
First shots and inside info
Miyamoto Mr Mario spills the beans on every N64 game

N64-PLAYS

108 J-League Dynamite Soccer
110 J-League 11 Beat
112 Puyo Puyo Sun 64

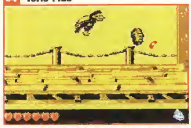




Puyo Puyo Sun 64
Puzzle action comes to N64
J-League 11 Beat
FA Cup winner or relegation faves?

REVIEWS

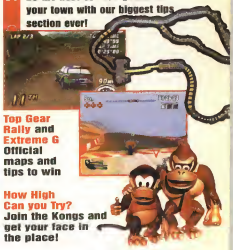
40 FIFA '98: Road to the World Cup
46 San Francisco Rush
50 Bomberman 64
82 NFL Quarterback Club
86 Madden Football 64
92 Donkey Kong Land 3
94 Game Boy Gallery 2
94 Toris Plus



Four pages of all-new Game Boy titles reviewed inside!

TIPS CENTRE

54 Be the best-est N64 gamer in your town with our biggest tips section ever!



Top Gear Rally and **Extreme G**
Official maps and tips to win

How High Can you Try?
Join the Kongs and get your face in the place!

OFFICIAL UK Nintendo MAGAZINE

SPACE WORLD '97

NEWS CONTENTS

4 SPACE WORLD 6 THE LEGEND OF ZELDA 64 12 YOSHI'S STORY
14 1080° SNOWBOARDING 16 SUPER MARIO RPG2 18 F-ZERO X
20 MIYAMOTO SPEAKS 22 POCKET MONSTERS' STADIUM 24 POCKEMON SNAP
26 PIKACHU GENKI DE CHU 28 TALENT MAKER 30 PICTURE MAKER
31 POLYGON MAKER 32 POCKET CAMERA 35 MOTHER 3 36 SPACE WORLD
38 BIG BLAG 39 NINTENDO 64 PLAYLIST: UK RELEASES RATED

THE GREATEST SHOW ON EARTH

Technology a go-go as Nintendo unveils its thrilling future

Nintendo is back! After a long spate of console delays, broken promises and software disappointments, the Big N has revealed the games and technology that'll carry it into the 21st century.

Nintendo's Space World exhibition, held at the Makuhari Messe in Tokyo from 21st to 23rd November, was the site for all these revelations, and your official Nintendo Magazine was there to scoop the best stories. You can read about our trip over the next 30 pages, but here are the most exciting details...





THE 64DD

On the first day of Space World, Hiroshi Yamauchi, Nintendo's president, confirmed that the 64DD's release date has slipped by three months. Although the Nintendo 64 disk drive is complete, it'll be July before the software is ready to ship. However, once you've read about the 64DD software on pages 22 to 31, you'll see it's worth the wait...



Here it is, the 64DD. This disk drive is set to take Nintendo titles to new heights, giving players the chance to create their own games.



SHOW STOPPER...

Wow! What a show, and what genius from Nintendo. It really is amazing the standard of games, the extra venom the 64DD brings and the sheer originality of the technology involved in developments like the Game Boy Pocket Camera and Mario Artist. In fact, to make sure you get to see and read about every single game and development that's gonna be part of your life in '98, we've a special 30 page Space Show report. Plus, to celebrate our 64th birthday, this is a bumper fat ish. Hope you enjoy our exclusive DKR posters and our all-new extended Win With Wario tips section. Oh, before I forget, who remembers the cover to our Duke Nukem 64 issue (#63)? Well, now the game's out, I can tell you that the master cheat is concealed on Duke's blue webbing pack. Happy New Year from us all.

Simon, Editor



VOICE ACTIVATED GAMING

This is amazing. Rather than sticking to the Nintendo 64 controller, the Big N unveiled a voice activated game – Pikachu Genki De Chu – at Space World. Players wear a headset, complete with a small microphone, which plugs into the controller port. Now you can actually talk to Pikachu the pocket monster, and try to befriend the cute I'll fella!

THE 64GB PAK

Pocket Monsters is HUGE in Japan. In fact, this title has sold more than any Mario Bros. game since its release last year. To cash-in, Nintendo has created the 64GB Pak, an adaptor which plugs into the N64 controller, allowing the 64DD to use data from a GB cart. Now players can breed Pockemons on a grainy GB, then have glorious 3D battles on their telly.





THE POCKET CAMERA

With the success of Pocket Monsters, Nintendo has decided to further boost the Game Boy's popularity with the Pocket Camera and Pocket Printer. Now you can take pictures with the camera which slots into the GB cartridge slot, mess about with the image, then print a black and white stamp. The possibilities are endless...

NEWS

Shoshinkai Nintendo Space World '97

POCKET MONSTERS CONFIRMED STATESIDE

Will Europe be next for Pocket power?

In his keynote address at Space World, Hiroshi Yamauchi, Nintendo's president, confirmed that Pocket Monsters GB will arrive in the US.

No date has been speculated for the release as Nintendo of America is researching the Pockemon phenomenon and what features American kids might want from the game. Given the magnitude of this research, and the fact that the whole game will have to be translated into English, it'll be months before this superb title hits the shelves.

There's been no word of a UK release. It's important that UK gamers get to sample the delights of Pockemon duelling as much of the N64's future hinges around this quirky title. If you'd like to join the campaign for a European release, turn to page 23.

GAME BOY KEEPS ON ROLLING

Purple GB and Super GB II announced

More portable surprises included the purple Game Boy Pocket and Super Game Boy II.

The purple GB is exactly the same as normal Pocket models, except that it's housed in a smart, transparent lilac shell. This model is the eighth in a wide spectrum of GB colours, and Nintendo appears confident of its success, having unveiled a purple Pocket Camera.



The Super Game Boy II will be available in tasty transparent blue, and boasts cables so that gamers can play linked-up games through a Super NES. No UK release has been confirmed for either of these products, but we'll keep you posted.

BRAIN STRAIN!

Well, the future's never been brighter for Nintendo 64 owners. There may be more Sony PlayStations in the world, but you'll never see innovation like voice activated gaming on Sony's 32-bit brick. Let's see how much you know about the world's greatest game developer...

(1) Name Link's fairy friend in the Legend of Zelda 64.
(2) What are the three programmes in the Mario Artist 64DD series?
(3) How many racers are there in F-Zero X?
(4) The Tamagotchi game on N64.
(5) Name three N64 games which feature snowboarding.



THE LEGEND OF ZELDA
THE OCARINA OF TIME



RIGHT While exploring this dungeon, Link's attacked by a stone Golem.



BY:	NINTENDO
GAME TYPE:	3D Adventure
RELEASE:	April 1998 (Japan)
CART SIZE:	128 Meg

Zelda 64 is the greatest adventure of all time. And that's official.

After months of lush screen shots and sketchy details, we're delighted to report that Zelda on the Nintendo 64 far exceeds our expectations. From the moment we grabbed a controller at Space World, we were dazzled by the fiendish puzzles, intuitive controls, fluid animation, menacing monsters and breathtaking backgrounds. Forget the sequels to Tomb Raider and Resident Evil – Zelda's the only adventure game you'll need in '98.



Another awesome in-game shot. Link narrowly misses being fried by the dragon's fiery breath.





MIYAMOTO SAYS...



"I'm sorry for the delays on Legend of Zelda 64. We intended to launch the game for Christmas '97 but, as you can see, it'll be three months late."

SHIGERU MIYAMOTO





As a massive white horse gallops across the wooden drawbridge, Link spots young Zelda being kidnapped by an evil masked knight.

Link moves to chase his beloved Zelda, but the white horse is too quick for his weary little legs.

ONCE UPON A TIME...

The story of Zelda 64 is an odd one. One morning in the Forest of Illusion, Link is waiting to take part in the Transfer of the Guardian Spirit ritual. In this coming-of-age ceremony, young boys are given a pixie partner by the Fairy Tree and allowed to roam the forest freely. However, the Fairy Tree is overcome by an evil force and tries to murder our elfin hero. Luckily, Link is saved by his fairy partner, Navie. The pair then decide to visit Zelda as her mystical knowledge will solve the puzzle of the possessed Tree. However, as we all know, things are never that easy...

The quest begins on a black, stormy night, with a formidable castle looming on the horizon. Young Link, wet and weary, carefully creeps towards the castle moat. Suddenly, the drawbridge begins to creak and Link hides behind a pillar. The sound of horses' hooves can be heard from within the stone fortress...

FLIGHT OF THE NAVIE-GATOR

Meet Navie, Link's glowing fairy friend. Although this lovely little lady's hovered about in every Zelda 64 shot we've printed to date, it isn't 'til you've played that game that you realise how important she is. As the world of Zelda 64 is H-U-G-E, it would be easy for Link to miss essential signs and people as he wanders about, and even easier for him to be ambushed by roaming nasties. However, the ever-observant Navie flutters about Link's immediate environment, calling to her elfin buddy when something interesting – or dangerous – shows up. She's a star...





Little Link's face always turns to look at the interesting things he finds.



The red square hovering in front of the Golem shows the best place for Link to slash.

PAST AND PRESENT

As we speculated last month, Zelda 64 allows players to take control of Link both as a young boy and as a teenager. To do so, players have to find what Shigeru Miyamoto calls 'holes in time', each of which is activated by finding three Soul Stones and playing the Ocarina. Both Links have different powers and weapons, and much of the game involves working out which elf to use for a particular puzzle.



Young Link foddles through the adventure, using his vicious catapult, fighting stick and awesome boomerang.



Teenage Link strides confidently through the dungeons, scrapping with his sword and shield. He uses a bow 'n' arrow, foo.

What's cool?

- The best character animation ever
- Luxuriant lighting – shadows actually get longer!
- The game changes from night to day
- Ambient sounds and a terrifying musical score
- Link can swim in the rivers
- Character reactions – Link peers down holes before leaping into 'em!
- Rumble Pak compatible



Link watches in despair as the horse races into the distance. Has he lost Zelda forever this time...?



Suddenly, Link hears a movement behind him. He spins around as he hears more hooves on the bridge.



Crossing the bridge is a demonic black horse with a second dark knight on its back.



The knight smiles. Damn, it's Ganon, Link's fiercest foe! As he grins, the adventure begins...



RIGHT Link plays the Ocarina to move between different time zones. It can be used to call his huge horse, too.

FAR RIGHT This spider climbs to the ceiling when attacked, then drops tiny monsters.



ALRIGHT FOR FIGHTING

Another question asked about Zelda 64 is how Link manages to have hand-to-hand fights in 3D space. Thankfully, scrapping is simple. Basically, there are two ways to fight. The first method is easy – simply hit the 'A' button and Link will hack and slash in the direction he's facing. For more effective attacks, holding the Z-Trigger puts Link into battle mode. A red square will appear in front of Link's enemy, showing the best place to attack. Now Link – who always stands facing his foes in battle mode – can dodge attacks, defend with his shield, then strike when the moment is right.



1 When these Stalfos skeletons appear, little Navie turns red and hovers above the nearest creature. Hit 'Z' and the red box appears.



2 When you're close enough to the skeleton, hitting the 'A' button makes Link slash. Try to aim for the red box.



3 By holding the 'A' button for three seconds, Link can pull-off amazing attacks such as this devastating sword spin.



4 By pressing both the 'A' and 'B' buttons together, Link can change his attack from a slash to a devastating lunge.



5 When you see the skeleton raise his sword for a low swipe, pull back on the 3D Stick to make Link backflip to safety.



6 But don't be too foolhardy. Make sure you press the Right shoulder button to raise your shield and avoid a nasty gash.

BEAT THE BOSS!

As with previous Zelda instalments over the past 12 years, Zelda 64 includes some spectacular boss battles.



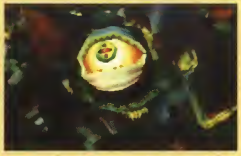
1 As soon as Link creeps into a massive underground cavern, he hears something moving on the ceiling above him.



2 As he looks up, Link spots a massive Ghoma spider on the roof staring at him with one huge eye.



3 The creature drops from the ceiling and begins to chase Link. Link smacks the monster's eye with his catapult.



4 Hurt, the creature climbs the wall again and flees to the safety of the ceiling.



5 As Link tries to shoot, the fiend drops baby mutants which scuttle after our hero.

TAKING CONTROL

Link has a dazzling range of movements, each one beautifully animated and essential to completing the adventure. Here's a guide to some of the best actions and how to perform them.

SHOULDER BUTTONS

In a battle situation, the Right button allows Link to hide behind his shield, while this key also gives the first-person view when using projectiles. The Left button gives a small map of the immediate area.

'B' BUTTON

This Action Button has many functions depending on Link's situation. You can use it to talk to the natives, open wooden chests, slap the horse's rear or pull yourself up to dangerous high ledges.

'C' CLUSTER

Each 'C' button can be programmed to access a certain weapon. Go to the options screen, assign the fighting stick to a yellow key of your choice, then press it in-game to take a swipe. Magic lurks here, too.

















START BUTTON

When you press this you're taken into the centre of a 3D cube. Now you can flip around the cube walls and change Link's boots and clothes, look at the map, check your health or examine your inventory.

3D STICK

Like Super Mario 64, the harder you push the Stick, the faster Link will run. Also, pushing hard off the edge of a platform will make Link leap from the edge, but he'll grab the ledge and hang if you tip-toe off the side.

Z-TRIGGER

Hold this when Navie is scarlet and you'll get a red box which hovers in front of your enemy, showing the best place to attack. This Attention Button also allows you to 'lock on' interesting items as you explore.

'A' BUTTON

The 'A' button is basically used for attacking with your standard weapon. be it adult Link's broadsword or little Link's fierce fighting stick. This button also lets you play the Ocarina and access new adventures.

A DIFFERENT PERSPECTIVE

One of the most remarkable features of Zelda 64 is that players can go inside Link's head for a better view. Holding down the Right shoulder button gives you a first-person perspective through Link's eyes, and you can use the 3D Stick to have a look around the immediate area. While this is good for spotting secrets and monsters, the view's best used for projectile attacks such as Link's boomerang.



This leaping beastie is hard to shoot in the normal view as it's hard to tell where Link's aiming.



However, duck inside Link's head and you'll be able to see his hands as they aim the arrow.



To make matters easier, the monster's red, pulsating eye is incredibly simple to shoot.



The perfect shot is lined-up and Link releases the arrow. With a scream, the spider explodes.

HORSE PLAY

At ONM, we get loads of questions about Link's horse. Here are all the answers. When he approaches the brown horse, Link puts his hand on the saddle, hunches down, then springs nimbly onto the beast's back. The horse is then controlled with the 3D Stick. Pressing the 'B' button makes Link slap the horse's back, resulting in a speed boost. Holding the 'B' button while near a fence will make the horse leap the barrier. However, Link can only slap the horse six times in succession, this limit being represented by the carrot icons. They regenerate, though.



Other magnificent horses feature in the game, namely Zelda's white nag and Ganon's black beauty, both spotted in the game's intro sequence.



Using the horse is essential as there can be many miles between each village. Rumours suggest that there'll be horseback battles, too...



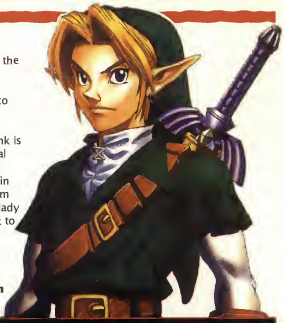




THE FAST TRAIN

When you first enter the game, players are quickly taken on a guided tour of how to control Link. As he wanders through a woodland village, Link is confronted by several pretty girls, each of whom shows our elfin friend how to perform special moves. One lady even challenges Link to a swift scrap!





LEFT As he walks through a peaceful glade, Link hears Navie shouting from high in the sky.





Looking up, Link sees a pretty young girl smiling at him from a wooden tree house. She'll give you loads of advice.

Each of these girls in the training mode teaches Link a new move. By the end of training, you'll be a Link master.

PERFECT PUZZLES

No Zelda game would be complete without a wide range of tough puzzles. We were able to solve several riddles at Space World, each of which was difficult to solve, yet easy and intuitive to work-out. Some puzzles simply require Link to leap across moving tree-stumps, but some are a little more dangerous...



LEFT After planting a bomb in the church, Link uncovers a long passage. He leaps into the darkness...



1 At the bottom he finds himself in a lava room. From the gloom, a Dondango Dragon appears.



2 Before Link can react, the Dragon breathes a wave of fire. Luckily, the flames just miss Link.



3 Link throws his boomerang, but to no effect. However, bombs seem to hurt the beast.



4 Link realises that he has to throw the bombs into the creature's gaping mouth when it roars.



5 Eventually, the creature falls dead to the ground, allowing Link to reach the next amazing level.

MIYAMOTO SAYS...

"I haven't decided what it'll include, but there'll be a 64DD upgrade for Zelda 64. However, I'm not sure whether to release a disk that works in conjunction with the cart, or a standalone disk."

SHIGERU MIYAMOTO

MAGICAL MOVIES

At certain points in the game, black strips appear at the bottom and top of the screen. When in this widescreen format, the game switches to a short movie which fills-in essential plot details. However, unlike flashy FMV, players can actually pick-up where the movies leave off...

RIGHT After defeating the volcano Dragon, the game switches to a widescreen movie.





Link has found what Miyamoto calls a 'hole in time'. This means the level is complete.



As the movie ends, Link is carried away, probably to reappear as a young boy.

NEWS

Nintendo Space World '97

5 TOP Nintendo TOYS

Japan has the best toy shops in the world. Take the best UK toy store you know, throw away all the crap toy soldiers and teddy bears, multiply it by a thousand, and you're pretty close. And the best thing is that they all sell amazing Nintendo goodies...

1 YOSHI RADIO CONTROLLED CAR

Now you can relive all your favourite Mario Kart moments in the comfort of your own backyard. Comes with jumps and traffic cones to smash.



2 DONKEY KONG BARREL GAME

Have you seen the TV ads for that Tomy game, Pop Up Pirate? Well, this is exactly the same! Stick swords in the barrel and, if they spike OK, he springs a mile into the air!



3 NINTENDO BEAN BAGS

Here's Yoshi, Mario and Diddy Kong, all disguised as lovey-dovey bean bags to love and cherish. Pick them up and you may never be able put 'em down again.



4 HANAFUDA CARDS

Over 100 years ago, Nintendo started life making these Eastern playing cards. Even with the Nintendo 64 storming the world, the Big N still finds the time for more traditional pursuits.

5 SUPER MARIO 64 WATCH

Now you can count every little second between bouts of furious N64 gaming with the help of this top Mario watch. Like Mazza, it always has perfect timing.



WIN! WIN! WIN!

If you want to win these five top Nintendo goodies, simply tell us the name of Mario's creator. Send your entries to the usual address.

YOSHI'S STORY

BY:	NINTENDO
GAME TYPE:	2D Platform
RELEASE:	21st Dec 1997 (Japan)
CART SIZE:	64 meg

HE'S LOOSE IN JAPAN RIGHT NOW!

It's beautiful, fiendish and sooooo cute it'll make you weep... in fact, Yoshi's Story is everything we'd hoped for.

We'll have a full playtest next issue, but here are some details to keep you happy. Although the game follows the same basic structure as Yoshi's Island on the Super NES, the object is to collect fruit. Around the edge of the screen is a dotted square, each dot representing a piece that must be collected. Also, rather than his trademark 'Wah-Wah!', Yoshi burbles and gurgles throughout the game in his own bizarre language. You'll love it.

WHAT'S THE YOSHI STORY?

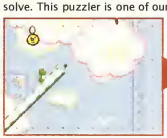


Are you sitting comfortably...? After casting a particularly nasty spell, Baby Bowser has trapped Yoshi's Island in the middle of a beautiful picture book. Fortunately, half-a-dozen eggs escaped. After hatching, six technicoloured Yoshis set off to find the Tree of Superhappiness and free their island home.

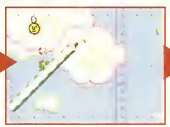


HAIR-RAISING PUZZLES

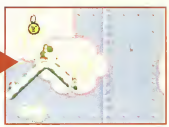
Like its old and distinguished Super NES cousin, Yoshi's Story is packed with fiendish puzzles to solve. This puzzler is one of our favourites...



All the fruit our hero has to collect is hanging in the tapestry skies, and only this balloon-like snake can help.



By jumping on the snake's head and tail, Yoshi can change its direction and guide the beast through the air.



However, the snake isn't very forgiving and will chuck Yoshi back to Earth if he makes a false move!

FORSAKEN DIARY

Making a Nintendo classic January 1998: New heroes and villains

Every month we'll be talking to the ace coders at Iguana as development speeds along on its new shoot-'em-up, Forsaken 64. This issue we're taking a look at a new mission and meeting some unsavoury bounty hunters.

HUNTER KILLERS

To take part in Forsaken 64, players must choose from a wide range of vicious bounty hunters and intergalactic rogues. For your enjoyment, here's Iguana's latest creations that you'll be able to meet on your N64...

NUBIA



This slinky, biomechanoid killer uses her lightning reflexes and razor-sharp reactions to dispatch her foes. She's programmed for destruction, so steer clear!

FOETOID



Odd bloke, Foetoid. He's established a symbiotic relationship with his ship, meaning that he and his craft are one and the same being. This makes him one of the most agile and illusive hunters. He's not after money, though. He just loves killing humans!

NUTTA



This twisted doctor has just been released back into the community, and now seeks to inflict his own brand of madness on anyone within cannon range.

NEW DANGERS

But it isn't only bounty hunters that'll cause you grief. Each level is packed with dangerous weapons, too.

TURRET



These ceiling-mounted guns fire single laser beams. With advanced Artificial Intelligence, they usually hit the mark.

NEW YOSHI, NEW POWERS

Since his last lush adventure, Yoshi has learnt loads of new tricks. For one, the lanky lizard can use his elastic tongue to catch platforms and pull himself up to higher ledges. He's not afraid to get his feet wet either, and can swim through the watery depths to collect fruits of the sea. Other powers include a butt-bash which he can use to dislodge nasties, and the ability to seal himself inside a green egg which can blast him to the stars.

MIYAMOTO SAYS...



"I didn't have much involvement with Yoshi's Story. However, I've worked closely with the producer, Mr. Tezuka, for many years. Instead, I focused on Zelda 64."

SHIGERU MIYAMOTO





FAR LEFT The icon on the top-left of the screen is Yoshi's health bar. As he gets hit, petals fall off the pretty daisy!

LEFT Underwater action as Yoshi looks for fruit.



What's cool?

- Beautiful 'handmade' worlds
- 3D Stick for precise Yoshi control
- Rumble Pak compatible
- Stunning sound effects and music
- Amazing sense of humour

DEATH OF A HERO

When Yoshi loses a life, he spins comically on his foot, slaps painfully to the ground and a long, bewildering sequence begins...



A mysterious, gothic castle with dozens of tall, isolated towers, can be seen through the thick fog...



Suddenly, there's a bizarre chattering sound. Kamek's minions appear, carrying our stunned hero.



The flying fiends carry Yoshi to towards the castle and lock him in the highest tower! Free Yoshi!

NEWS

Nintendo SPACE WORLD '97

BY:	NINTENDO
GAME TYPE:	3D Sports Sim
RELEASE:	July 1998 (Japan)
CART SIZE:	64 meg

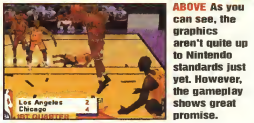
NBA BASKETBALL

SLAM, DUNK, NINTENDO-STYLE!

Nintendo Sports – a name to remember. The Big N has established this new label to bring top quality sports sims to the N64.

This line will include NBA Basketball, 1080° Snowboarding and Ken Griffey Baseball. NBA Basketball (temporary name) is only 50% complete, and much work is yet to be done. At present the game mechanics are all present and correct, but the animation is, quite simply, pants. However, effects such as reflections on the polished court and instant crowd reactions hint that the game will be very special.





ABOVE As you can see, the graphics aren't quite up to Nintendo standards just yet. However, the gameplay shows great promise.

TANK

This is one of the most mobile enemies in the game. Comes complete with a heavy-duty laser cannon.



SWARM

This airborne gun is good target practice for bloodthirsty bounty hunters. It won't pose much of a problem for experienced killers. Just lock your laser and let-rip. However, they can be a nuisance when you're low on energy.



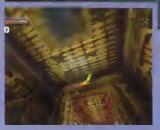
THIS MONTH'S MISSION... STABILISERS

Stabilisers challenges players to pacify a troublesome nuclear reactor. This can only be achieved by feeding the reactor six Stabiliser Pods, each of which is hidden around the level.

These Pods aren't just sitting around ready to be picked up, oh dear no. For example, one Pod's being guarded by a heavily-armed submarine. The player must defeat this boss in its underwater den before being given access to the Pod. Another Pod's hidden inside a radioactive cooling complex, and players must get grab the Pod and get out before they get toasted by the flames!







Check these out. The game looks great already, and it's not even finished yet! It'll be cool.

NEXT MONTH

Tune in next ish for more Forsaken 64 secrets straight from Iguana.

BY:	NINTENDO
GAME TYPE:	3D Snowboarding sim
RELEASE:	February 1998 (Japan)
CART SIZE:	64 meg

What's cool?
- Steep, white-knuckle courses
- Awesome character animation
- Cool music and sound effects
- Incredible realism

1080° SNOWBOARDING

NINTENDO'S COOLER BOARDERS

This is cool. Seriously cool. If your 32-bit mates still give you a hard time about playing cutesy Mario games, just wait'll you see their sorry jaws drop when 1080° hits the shelves.

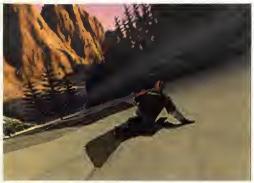
More realistic, more solid and more exciting than any snowboarding game on the PlayStation, 1080° is potentially one of Nintendo's biggest selling titles. By the way, the game's called 1080° 'cos this figure represents three daring 360° snowboard somersaults, an allegedly impossible stunt.

VIRTUALLY REALITY

At the beginning of the game, three cool snowboarders are hanging out in the ski lodge. These racers include Dion Blaster, the cool dude with the shaved head, Akari Hayami, the feisty girl, and Kensuke Kimachi, another sharp kid. The game uses a graphic system called 'inverse kinematics', the same idea used in Waverace 64 to create realistic human movement. This means that the characters buckle, duck and flail about when trying to keep their balance on the icy slopes.



ABOVE Kensuke Kimachi nearly takes a dive.



ABOVE And this is Dion Blaster. What a dude!



Believe it or not, this is an in-game shot! Absolutely everything about 1080° is finely crafted, from the sparks of ice as you slide down glaciers to the sun glinting off the peaceful lake.

TRACK ATTACK

The version of 1080° at Space World boasted three different courses, each featuring unique dangers. Think you're up to the challenge? Check out these treacherous tracks...

CRYSTAL LAKE (SHORT)

Very much a beginner's course, Crystal Lake (Short) is wide, flat, and has few obstacles to avoid. As you speed down the slope, look out for the lake glittering in the distance, hot air balloons hovering around the track-side and some daring jumps on the last stretch.



CRYSTAL LAKE (LONG)

Starting further up the mountain this time, racers have to negotiate their way down a dangerous gully while avoiding low pillars of ice. Look out for the isometric 'N' ice sculpture, and try to stay out of the powdery snow which can slow you to an abrupt halt.



GOLDEN FOREST

This beautiful race takes place at dusk, with the orange sun glinting off the snow. Beware fallen logs in the gully, and avoid the powdery snow as it can make you slide into the trees. Only experienced boarders should try to ride the glacier at the end!

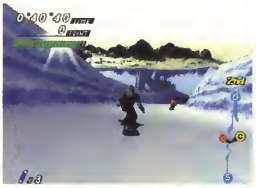


IN THE REAL WORLD

As well as dazzling character animation, the actual tracks in 1080° are some of the most realistic yet seen on Nintendo's dream machine. As you zoom down the tracks, the setting sun actually blinks through gaps between the trees, while the lens flare effects can temporarily blind the most skillful boarder. Other notable effects include deep tracks in the snow, and icy sparks as boarders slide down steep glaciers.



Just look at the sun blinking through those branches. It's a beautiful game...



As well as poking through the trees, you can spot the sun reflecting off the lake.

CUNNING STUNTS

Like Waverace 64, 1080° Snowboarding features amazing stunts. Although not many were revealed at Space World, the horizontal 360° rotations and daring air grabs were enough to keep us happy. Performing stunts in the game largely depends on the board chosen – players will be able to manipulate the Max Speed, Response, Edge Control, Flex and Stability of their boards to help pull-off terrific tricks and stunning stunts.



Grab some air! Dion the dude goes for one of the simpler stunts, the wimp!



There's even a two-player option. The bars show how much damage your board can take.

5 TOP JAPANESE TOYS

But it isn't only Nintendo toys on offer in Japan. The country that gave you Tamagotchis, Game Boys and Nintendo is still striving for the best in home entertainment. Here's a few of our favourite things...

1 WAVE UFO

The cool man's Tamagotchi. Inside this keyring lives a robotic alien who spends his day trying to detect mobile phone signals. When one rings nearby, our spaced-out friend goes through an amazing transformation.



2 SPRINGMAN

Looks just like Morph's trendy cousin. Springman is one of the coolest keyring characters in Japan, and his arms and legs can be stretched to ridiculous lengths. Boooooing!



3 STREET STOMPER

When fed with batteries, this little dude begins to beat an erratic rhythm on his empty coke can. The shop we found him in had more than twenty Street Stompers playing the same beat at the same time!



4 PUYO-PUYO SUN TALKING KEYRING

Later in this issue you'll be able to read our playtest of Puyo-Puyo Sun 64. To celebrate the game's release in Japan, the market is swamped with these bizarre keyrings which scream odd Japanese phrases.



5 SUPER-DEFORMED SPIDERMAN

Nearly every popular hero has been super-deformed in Japan, and Marvel characters are no exception. Our fave is this little Spiderman who can be wound-up and left to wander aimlessly over flat surfaces for hours.



WIN! WIN! WIN!

So, do you fancy winning these awesome Japanese toys? Thought you might! Well, send a lovely postcard to the usual Nintendo Magazine address, telling us the name of Metroid's slinky star.

BY:	NINTENDO
GAME TYPE:	3D RPG
RELEASE:	TBA
CART SIZE:	N/A (DD disk)

MAZZA STRIKES BACK ON DD

Mario's back! Although Super Mario RPG2 was only shown on video at Space World, it was fascinating to see that Nintendo has adopted a different graphical style for the Italian Stallion's 64DD debut.

Rather than a polygonal hero, Mario is a 2D sprite wandering through a lush 3D world. When he turns around, you can see that Mario is completely flat, just like a paper doll.



ABOVE Our flat mate Mario finds Toad.

SUPER MARIO RPG 2



Poochy's back, too! It's great to see that the whole Mario gang are back for another quest.



Scary tree action as our hero leaps through a haunted wood. Keep on movin', Mario!



On the outskirts of the haunted wood, Mario finds something. Looks like a cloud to us...



COMEDY CHARACTER

Although Mario in SM64 was a rootin' tootin' mega hero, the portly plumber is a definite figure of fun in Super Mario RPG2. Like the Super NES Mario World games, when Mazza moves quickly in RPG2 his little legs become a blur of action, while his huge eyes bulge and roll to match the on-screen chaos. This should be one of the funniest Mario games to date...

MIYAMOTO SAYS...



"It was hard to begin Super Mario RPG2. If we'd made the game in the same graphical style as Super Mario 64, no one would've recognised the transition. We see this graphic style as a definite evolution from the Super NES original."

SHORT CUTS

We wish we had more space to tell you about all the games at Space World. Here's a few more titles to look forward to...





WARIO LAND 2
In this new GB adventure, Wario has a range of attacks. He can ram walls, become even fatter and get drunk!

REV LIMIT
Although Rev Limit was Nintendo's biggest driving hope, it's drab and boring. Has neither the thrills of F-Zero X or the realism of Top Gear. Dull, dull, dull...

DUAL HEROES
Although this beat-'em-up has great graphics and slick presentation, the gameplay is awful. Full playtest next issue.

BIO TETRIS
Bio Tetris comes complete with a bizarre Memory Pak with a special cable that clips to your ear lobe. This Pak reads your heartbeat so, when you panic as the Tetris blocks start to pile up, the blocks start to fall faster! We don't have any shots of this game just yet, but it's very, very cool. More info next ish.

SUPER ROBOT SPIRITS
This was one of our favourite fighting games on show at Space World. It has a great anime-style, mixed with awesome special moves. More soon!

In racing there is only one position

F1 POLE POSITION 64






The most authentic Formula 1 game ever is lined up on the grid. F1 Pole Position, based on the 1996 season, features 16 actual Grand Prix tracks, 22 accurate racing cars and 30 famous drivers. With realistic spinouts, skid turns and radio communication with the pit, F1 puts you right in the driving seat.

FIA FORMULA 1 WORLD CHAMPIONSHIP

Nintendo 64

Ubi Soft ENTERTAINMENT

VANTAGE HOUSE, 1 WEIR ROAD, WIMBLEDON, LONDON SW19 8UX • Tel: 0181 944 9000 • Fax: 0181 944 9400 • e-mail: general@ubisoft.co.uk • http://www.ubisoft.co.uk





Can you believe this? The tracks are so crisp and clear in F-Zero X that you can see them unwinding miles into the distance. It's stunning...

F-ZERO X

THE SULTANS OF SPEED RETURN ON NINTENDO 64

BY:	NINTENDO
GAME TYPE:	3D Racing game
RELEASE:	June 1998
CART SIZE:	64 Meg

What's cool?

- No slow-down in multi-player
- Blistering speeds
- Crisp, colourful graphics. No fuzz!
- Crisp, colourful graphics. No fuzz!
- Rumble Pak compatible
- Only a gentle fogging on the horizon



F-Zero X was Space World's biggest surprise. Whereas Zelda and Yoshi always looked good, we were worried that F-Zero X might be a little simplistic and sparse. We were wrong.

Although the racing ships aren't cool like those in Extreme G, the gameplay's soooooo fast that it leaves Acclaim's effort on the starting grid. Even better, while Extreme G's graphics are always fuzzy, F-Zero is clean, crisp and clear, and you can see miles into the distance. Even better, when you're driving upside-down, you really know it!

MIYAMOTO SAYS...



"We plan to introduce an F-Zero X disk for the 64DD. Here you'll find new courses, new cars and new features. It'll also include a track editor so you can make your own courses and swop them with your friends."

SHIGERU MIYAMOTO

WACKY RACERS

Believe it or not, there are always 30 vicious racers on the starting grid in F-Zero X. Although only six machines can be selected at the beginning of the game, this number steadily increases as you improve. All the vehicles are distinctive, each piloted by a bizarre range of characters, from the cheesy American hero, Captain Falcon, to the sexy lady, Jody Summer. The Artificial Intelligence of each racer is excellent, and it always feels like you're in the middle of a real race, rather than having to endure the stupidity of mindless, CPU drones. It's brutal in F-Zero world...







TESTING TRACKS

Many of the tracks from the Super NES F-Zero have returned, but each has changed radically from the flat, 16-bit days. The Jack, Queen, King and Mystery cups also make a welcome return, each boasting six amazing tracks. Here's a selection from the Jack Cup.

MUTE CITY

A wide, rollercoaster track which eases you into the action. As you drive round loops and corkscrews, well placed towers and other structures help you to realise you're upside down! It's scary...







SILENCE

Silence is a fairly standard race track, but you can zoom over dozens of flat yellow speed boosts that appear on the track, increasing your top speed to well over 1000km per hour. Hold onto yer hats!







SAND OCEAN

This track starts normally, but you soon happen on a series of narrow tubes. You'll see vehicles passing you overhead, but don't drive on the roof for too long or you'll crash-out as the tunnel suddenly ends.







PORT TOWN

Now the race track is much, much narrower, and it's impossible to overtake your enemies at certain points. It's best to keep in single file, then push for pole position when the track finally widens.







BIG BLUE

Simply put, this bizarre track is a massive pipe which stretches over the sea! You can race around the pipe's outside surface, but make sure you don't speed off the edge into the briny by mistake.







DEVIL'S FOREST

This is another wide, flat track that allows you to rack-up awesome speeds. However, some of the speed boosts are sneakily placed on the track edge to send you hurtling off the side to your doom...







NEWS

Nintendo SPACE WORLD '97

5 TOP JAPANESE MAGAZINES

Although the UK boasts some excellent games mags, the Japanese have been producing the best in the world for nearly 20 years. We visited a few of 'em, and here are our favourites...

1 WEEKLY FAMITSU

Famitsu is a weekly games mag with nearly 300 packed pages. The journos on this mag are so good that they know all about the Space World show three weeks before it began. An inspiration to us all...



2 THE 64 DREAM

While Weekly Famitsu is multi-format, this is our fave Japanese N64 mag. It features interviews with the head honchos at Nintendo, and always comes with a free sheet of incredible Nintendo stickers.



3 NINTENDO 64 MAG

Although this mag features much of the same information as The 64 Dream, Nintendo 64 doesn't look quite as good. However, it occasionally scoops the opposition with some exclusive screen shots and stories.



4 LOGIN

Login is actually a PC magazine, but the guys that work there gave us a great insight into how the games market works in Japan. They've also started to feature a bevvy of lovely ladies on their front cover...



5 GET DREAM

Okay, it's not about games, but this mag regularly features some of the most beautiful girls on planet Earth. This month it's the pop singer Namie Amuro. She's an angel...



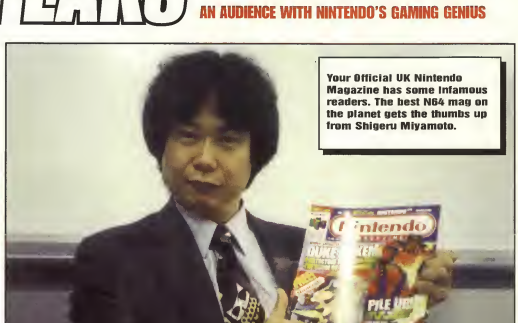
WIN! WIN! WIN!

Fancy winning these awesome Japanese magazines? Well, send a postcard to the usual address, telling us the name of the person who created the Game Boy. See last month's issue for the answer...

MIYAMOTO SPEAKS

AN AUDIENCE WITH NINTENDO'S GAMING GENIUS

Staying cool with Shigeru Miyamoto is tough. While the pressure's on to bring ONM readers the best interview on Planet Nintendo, it's hard not to fall to your knees before the man who created Mario, DK and Link. He's the most famous producer ever, and he took the time to speak to us.



MIYAMOTO ON GAME DEVELOPMENT



ONM Which Space World games have you been closely involved with?

MIYAMOTO Zelda is my biggest project. Osamu Tezuka, who I've been working with since Super Mario Bros., is producing Yoshi's Story, so that's helped me free-up extra time. I occasionally take a look at what he's doing, though. The games I'm most involved with are 1080° Snowboarding and F-Zero X. I'm also heavily involved with the Mario Artist series. From now on, I'll be working on the 64GB Pak.

ONM Which of these Nintendo titles are you most pleased with?

MIYAMOTO If I don't say Zelda I'll be in big trouble! Seriously, I'm most pleased with the 64GB Pak, the Mario Artist series and the Capture Cassette. As you can see, you'll soon be able to grab your own face on video and paste it onto game characters. In order to do this, we had to get the Capture Cassette just right, which wasn't easy. As for the future, we'll be releasing many titles in this series. We're thinking of putting motion capture animation on a disk and selling that data, too.

ONM Which third-party Nintendo 64 games do you like?

MIYAMOTO There are two extremes. On one side are games that Nintendo wouldn't produce such as Uchan Nanchan's Fire Challengers from Hudson [see page 37]. However, we're happy that companies are releasing fun titles like this. The other extreme is Rare. Its games are similar to Nintendo's, but the quality is extremely high. Rare's been able to make Nintendo 64 games which are even better-looking than our own. It's scary! I've worked alongside members of Rare, and their standards are very high. Anyway, Psygnosis has started working with Nintendo now, along with Core Design, the creators of Tomb Raider, so I'm looking forward to their games already.



MIYAMOTO ON THE 64DD

ONM Using games as examples, could you please explain the most exciting features of the 64DD?

MIYAMOTO The best thing is that 64DD disks are writable, allowing you to alter the disk content to suit your own tastes [rather than a normal CD which is impossible to change]. This has greatly increased the creative scope for game development in three main areas.

NURTURING

This idea includes games such as Tamagotchi where you can raise monsters and so on, this virtual creature constantly changing from the original. If you widen this concept, it also includes Mario Artist as drawing pictures is nurturing your talent.



TRADING

Another thing is that you can swap 64DD creations with your friends. This means you can give Pocket Monsters to your mates and receive others in return. Likewise, you can exchange Mario Artist pictures. Going one step further, there's Sim City and Sim Copter. Sim Copter is an adventure game where you can fly around a city in a helicopter. When playing Sim Copter, you could slot in Nintendo's Sim City disk and fly around the city you created.

JUNGLE EMPEROR LEO

THE BIGGEST NINTENDO GAME OF ALL TIME

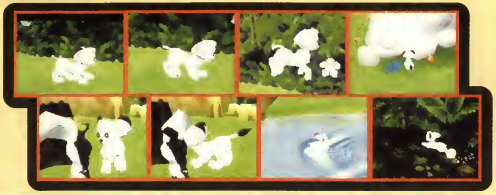
Although little's known about Jungle Emperor Leo, it's rumoured to be Nintendo's biggest project. Announced at Nintendo's Shoshinkai show last year, Jungle Emperor is based on a mystical Japanese tale about a young lion coming of age. Sound familiar? Yes, Disney ripped-off the idea for The Lion King!

ONM Can you tell us some of the ideas behind this project?

MIYAMOTO The Jungle Emperor Leo TV series was drawn by Osamu Tezuka, a self-styled 'Visualist' who makes movies, writes books and so on. Anyway, his son, Makoto Tezuka, said that he'd like to do some directing. I grew up reading his father's comics, and they had an incredible influence on my generation. Because of this, I decided to work with Makoto. We created the Tokyo Nintendo Team which is working on the game in the Nintendo building.

ONM Can you tell us what stage the development is at?

MIYAMOTO We've finished the first two to three levels. From here on, we're going to speed the coding along a little. At the moment we're fine-tuning the opening levels. It'll probably take another year to complete and will be released in Autumn 1998.



ADDITION

You can constantly add data to your original disks. For example, I mentioned motion capture in Mario Artist. If an amazing new circus appears, we could motion capture their movements and write that data onto the 64DD disk. After the cart version of F-Zero X arrives, F-Zero DD will be released. This'll have new courses and a Track Editor. The cartridge will contain all the Artificial Intelligence for the enemy racers so, even if you edit the courses, they'll still race to win.



The most interesting thing about re-writing is that you can update games. For example, you might see a game championship on the television. You could take this championship data and over-write it onto your 64DD disk, then race against the best time in ghost mode. You could do this via an Internet-type network, or from special machines in game shops.

MIYAMOTO ON PIKACHU AND VOICE ACTIVATED GAMING



ONM Why did you develop the Voice Recognition System?

MIYAMOTO We've got a development team, Marigal Management, where Nintendo and a developer called Recruit work together. They wanted to create a new game interface, and they've been researching the Voice Recognition System for ages. The producer is Mr. Ishihara, producer of Pocket Monsters. He showed me the VRS and the project began.

ONM Will other games besides Pikachu use this interface?

MIYAMOTO From here on the 64GB Pak, the Voice Recognition System and all the other peripherals will be used in more games. Using the N64 as the core, Nintendo will introduce a variety of peripherals. We want to deliver all these items at a reasonable, toy-range price.



MIYAMOTO ON GAMES

ONM Can you tell us some Nintendo 64 gaming secrets?

MIYAMOTO Of course I can!

F-ZERO X

The version you can see here features all 30 enemy vehicles. However, we'll be tuning the enemy Artificial Intelligence so that they offer more of a challenge. You'll really have battle with them on the race course to win.

LEGEND OF ZELDA 64

In the Space World version of Zelda 64 there are ten giant bosses to fight. However, there are loads of better bosses and monsters waiting in the finished game, so look out for these. On the Space World show floor it's always quite noisy, but if you manage to play the game in a much quieter place you'll be able to hear some of the atmospheric. ambient sounds and scary music.

METROID 64

We have no plans for Metroid 64 at the moment, but I think we'll be starting it very soon. Would you like us to produce it...?



Mr. Miyamoto gets to meet David at last.

NEWS

QUICK FIX

No doubt you'll want to spend time pouring over Miyamoto's words. For a quick Nintendo fix, here's the most important things he said...

SCOOP!

"Psygnosis [WipEout coders] has started working with Nintendo, along with Core Design, the creators of Tomb Raider."

ON MARIO ARTIST

"We'll be releasing many titles in the Mario Artist series. We're thinking about putting motion capture animation on a disk and selling that data, too."

ON DD GAMES

"You can download 64DD data via an Internet-type network, or from from special machines in the game shops."

ON METROID 64

"We have no plans for Metroid 64 at the moment, but I think we'll start it soon."

ON DEVELOPMENT

"I'm most involved with 1080° and F-Zero. I'm also involved with Mario Artist."

ONM Do you have a personal message for Nintendo Magazine readers?



MIYAMOTO Although there aren't many N64 titles at the moment, we're creating high quality games all the time. However, even though you'll be able to buy lots of great new games next year, you'll still enjoy playing the ones you've already got. Don't be put off by the low number of games – instead, please enjoy the ones on release so far.

HONTONI DOMO ARIGATO GOZAIMASHITA MIYAMOTO-SAN!

BY:	NINTENDO
GAME TYPE:	3D Strategy
RELEASE:	June 1998 (Japan)
CART SIZE:	N/A (DD disk)



POCKET MONSTERS' STADIUM

NINTENDO 64 AND GAME BOY LINK-UP

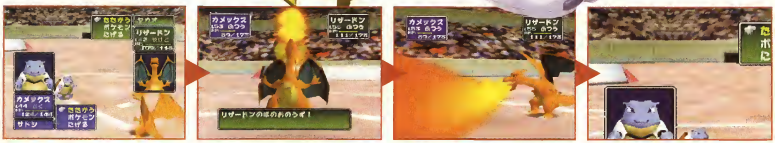
Don't chuck that Game Boy! Your grainy hand-held may seem outdated in these heady 64-bit days, but Nintendo's beloved portable is a vital part of the N64's future.

Pocket Monsters' Stadium will be the first game to use the 64GB Pak, an adaptor which allows the 64DD to use backed-up data from a normal Game Boy cartridge. Best of all, Nintendo says that a wide variety of amazing games will be compatible with the 64GB Pak in the near future. Oooh, just imagine the possibilities...

PLAY THE GAME

Pocket Monsters on the GB involves finding and nurturing cute – yet vicious – creatures, then battling with your friends via GB link cables. When you win a battle, your Pockemon gets stronger. In Pocket Monsters' Stadium, the 64DD reads individual Pockemon data from your GB cart, and recreates your chosen beast in full polygonal splendour. Much like this, in fact...

TURN ONE: PLAYER ONE



A turtle and the fearsome dragon stand facing each other in the middle of a huge stadium.

The dragon is first to attack. He blows a searing wave of fire into the sky as a warning shot...

... then leans forward to fry the big turtle beast with his red-hot breath. What a fiery fiend!

The huge turtle screams in pain, suddenly surrounded by a wall of red-hot flames.

TURN ONE: PLAYER TWO



But the turtle isn't badly hurt. Two panels on his shell spring open to reveal laser cannons.

From a high angle we see the turtle discharge his weapons. That dragon is history!

The cannon attack is too much for the dragon. As the shots hit him, he writes around in agony.

With his tongue lashing from side-to-side, the dragon falls to the ground. Player two wins!

MULTI-PLAYER MADNESS

Pokemon fans will be able to have multi-player battles when the game arrives next year. With two 64GB Paks and a couple of Pockemon carts, two players can go head-to-head in a Confrontation match. If you find three Pockemon partners, you have the option to play a game of Tag, while single players can choose the Tournament option.

What's cool?

- Unbelievable animation
- Incredibly cool music
- Game Boy compatible
- No fuzzy graphics



As you can see from this shot, up to four players can go head-to-head in Pocket Monsters' Stadium.

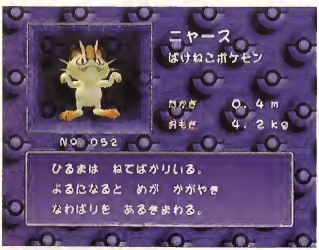
DOUBLE D DELIGHT

Given the huge memory capacity of the 64DD, Pockemon players will be able to store more crazy beasts than they could ever have imagined on the monochrome GB. All these DD monsters will be represented as fully 3D models, and they can be viewed from all angles in the special Pocket Monsters Picture Gallery. The best thing is that the DD will allow players to create totally unique Pockemons, and you can even challenge your mates with these hideous mutants.





ABOVE Aw, it's ickie Pikachu! Believe it or not, this heart-melting cutie is a vicious, electritied beast!





This bizarre mutant cat is ready for Pockemon action.

MIYAMOTO SAYS...



"The 64GB Pak allows players to connect their Game Boy to their Nintendo 64."

POCKET MONSTERS

JUST WHAT THE HELL IS IT...?

Part RPG, part virtual pet, part Top Trumps, Pocket Monsters is one of the most fascinating games to bolt from the Nintendo stable. At the beginning of the game, the young hero roams around his village, searching for Pockemons and capturing them with a magical machine. Once captured, players must care for their Monsters like a Tamagotchi, preparing them for battle. When ready, you can challenge your friends' Pockemons via GB link cables, and win new powers. Get your strategy right, though – stronger monsters can only be defeated by a well organised Pockemon army!





When monsters fight, they win new powers.



Explore the village to find Pockemons.



Inside this ornate house, the hero of the game has his first Pocket Monster battle.



Talk to everyone to get valuable clues.



Outside your house, the adventure begins.

POCKEMON UK CAMPAIGN

Many of Nintendo's future plans hinge around Pocket Monsters. Without a European release, UK Nintendoids could miss out on the world's most exciting games. It's time for action. Nintendo of America has decided to release the game, and we want to make sure that your voice is heard over here, too. If you want Pocket Monsters in the UK, complete this form and send it to us by 31st January. When the forms are in, we'll present the bundle to Nintendo. Here's hoping...



NAME

AGE

ADDRESS

N64 GAME I'M LOOKING FORWARD TO

FAVE SPACE WORLD GAME

Send all forms to: **Official UK Nintendo Magazine, 37-39 Millharbour, Isle of Dogs, London E14 9TZ.** Photocopies will be accepted, no probs.

BY:	NINTENDO
GAME TYPE:	3D Photography
RELEASE:	Autumn 1998 (Japan)
CART SIZE:	N/A (DD disk)









POCKET MONSTERS' SNAP

THOSE CUTESY POCKET DWELLERS GET CAUGHT ON CAMERA

ON SAFARI Here's a typical outing in Pocket Monsters world. Load your snappy camera with a batch of 35mm and let's hit the trail...



It's a lovely day in the park. Use the 3D Stick to steer while you search for the craziest creatures.



Look, there's a terrapin monster hiding behind that bush. It only he'd look this way for a moment...



To attract his attention, the player throws a red apple. Not surprisingly, the monster takes the bait.



Banzai! While the terrapin chomps on his treat, you have the chance to take an amazing shot!

More Monster madness on the DD! In this game, players are given access to a safari park packed with peaceful Pockemons.

Your job is to wander through the park, taking photos of the beasts so you can assess them in terms of speed, size and pose. Even better, you can interact with some of the Monsters to make them pose for better pictures! However, some creatures are hiding in very awkward places...

GET LOST!

Even though the terrapin is a harmless sort, some of the other Pockemons are less friendly...



Trying to get this cat's attention, the player throws a stone at it.



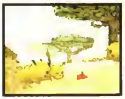
The cat isn't pleased, and casts a dirty look at the bemused player.



ONE FOR THE ALBUM

After tramping through Pockemon park, it's time to retire to the darkroom and develop your snaps. Players are able to scroll through all the pics they've taken, and decide which shots they'd like to put in their special Monster album. 'Cos this game's on 64DD, you'll even be able to save your monsters onto disk and swap 'em with your mates. Soon you'll be the proud owner of the ultimate Pockemon picture collection.



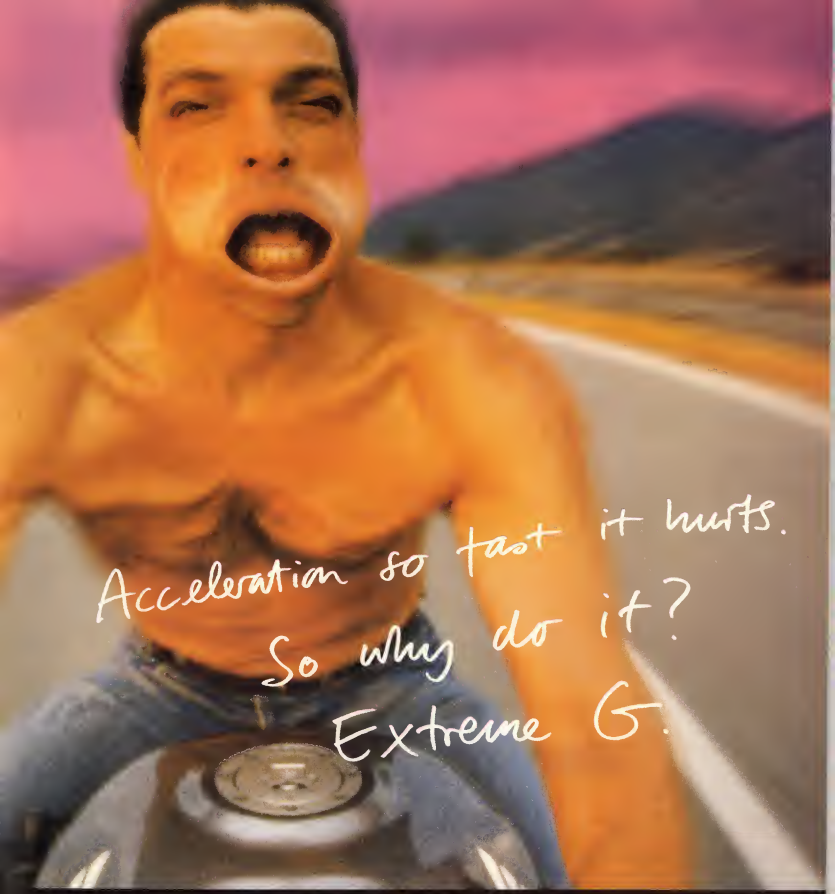






What's cool?

- A truly original game
- Dozens of unique creatures
- You can swap pics with your friends



extreme G™

Extreme-G™ takes gaming to a new level and sets the standard as the fastest, most graphically impressive game to grace the Nintendo® 64. "The fastest game on earth." (Nintendo Magazine)

Acclaim®

TAKE IT TO THE EXTREME

probe™

NINTENDO 64

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BY:	NINTENDO
GAME TYPE:	3D Virtual pet
RELEASE:	Late 1998 (Japan)
CART SIZE:	TBA

IF I COULD TALK TO THE ANIMALS...

Pikachu Genki De Chu was the highlight of the show. Rather than sticking to joypads, the Big N is gonna allow players to interact with games by talking to 'em.

It sounds crazy but, after seeing live demos of the Sound Recognition System, we can assure you that it works... and that it's brilliant fun, too. At present we're unsure if the game will simply be a 'virtual pet', or if Pockemon fighting will feature. As Pikachu (that's *Peek-a-chew*) unveiled his electric attack in the demo, it's likely that he'll get to battle other monsters.



PIKACHU GENKI DE CHU

(1) SLEEPING CUTIE



When the game begins, we find the adorable Pikachu sleeping on a tree trunk. As he snores, he whistles a sweet tune...

(2) I'VE BEEN STARTLED!



Say after me... **"PIKACHU!"**. Disturbed by your voice calling his name, Pikachu bolts upright and looks confused.

(3) OL' GROWLER



If you don't say anything to put Pikachu at ease, he'll think you're an enemy, bare his teeth and display the skull icon!

(4) OI! THICKO!



Repeat after me... **"YOU'RE STUPID!"**. Pikachu understands this and scampers off into the woods. He's in a mood, now.

(5) I'M SORRY



Say after me... **"I'M SORRY, PIKACHU! I'M SORRY!"**. But Pikachu isn't a pushover. He totally ignores you as you try to apologise.

(6) FANCY AN APPLE?



Shout after me... **"WOULD YOU LIKE AN APPLE?"**. Now you're talking! Pikachu soon comes round when a top gift's on offer.

(7) I LOVE YOU, I DO!



After munching on his juicy apple, Pikachu is ready to forgive you. The little sod will be your friend forever, now...

(8) AIN'T IT ADORABLE?



If you whisper more soothing words to appease the beast, Pikachu will display a love heart. See, he can talk back, too!

ANIMAL MAGIC

Pikachu Genki De Chu is a normal Nintendo 64 cartridge game, but it'll come complete with the Sound Recognition System and microphone. If you're puzzled by this Pikachu business, here's how it works.



KINDNESS TO ANIMALS

To play the game, Nintendoids must wear the headset (see pages 4-5) and hold the controller. Pressing the 'A' button causes the microphone icon in the bottom right of the screen to go blue, indicating that Pikachu will hear what you're about to say. When you speak, the icon turns red. You can also use the 3D Stick to move around Pikachu's woodland glade. The Space World demo showed little Pikachu trying to reach an apple on a high branch. To help him, players can pick-up a rubber beachball, throw it at the tree and dislodge a tasty treat for the yellow peril. Amazing, no?





There's our friend, looking puzzled on the horizon.



He likes an apple does our Pikachu. Hates bananas.



Bemused by the high, apple-bearing branches, Pikachu turns to you for help. Give him a gift and he'll be your mate.

What's cool?

- Genuinely innovative
- A virtual pet you can actually adore
- You can really chat to Pikachu!
- Dazzling character animation







NINTENDO, THANK YOU

Pikachu Genki De Chu shows that Nintendo really cares about its loyal gamers. Rather than following the Sony route and allowing its console to become swamped with hundreds of rubbish games, Nintendo is still striving for innovation and, most importantly, quality entertainment. We were choked by the sight Japanese kids gawping in disbelief as Pikachu reacted to the sound of their voice. In the huge crowd that gathered, people of all ages were giggling at the cute, on-screen action. Honestly, it was nearly enough to bring a tear to your eye...

5 TOP Nintendo POCKET MONSTER TOYS

Japan is totally swamped with Pockemon merchandise. From playing cards to life-size Pikachus, and from talking dolls to Pockemon costumes, this craze is bigger than any other you could possibly imagine. Here's a quick selection...

1 POCKET MONSTERS GB

You must own this game! The UK deserves Pocket Monsters. We've followed Nintendo loyally for years and years, and it's about time we got our hands on its biggest selling game. Now!



2 PIKACHU RECORDS



Presented like a children's story book, this twee collection of nursery rhymes and rousing chants is essential. Comes with instructions on how to draw your favourite Pockemons.

3 PIKACHU BEAN BAG

Although there are dozens of different Pocket Monsters, Pikachu is by far the most popular. You can get Pikachu toys in every shape and size, but this little dude was the only one we could fit in our luggage! He is lovely, though.



4 ORIGAMI MONSTERS



Even in these fast-paced days of N64 technology, Nintendo has allowed its biggest creation to appear in Origami, the ancient art of folding paper to create delicate, three dimensional models.

5 PLAYING CARDS

Pocket Monster trumps cards are just as popular as the Game Boy title. At Space World, every spare corner was stuffed with kids furiously playing Pockemon trumps with their best buddies!



WIN! WIN! WIN!

Okay, now you know what's on offer. To stand a chance of winning these super Pockemon goodies, send a postcard telling us the name of Nintendo's president.

MARIO ARTIST



THREE DRAWING PROGRAMMES TO MAKE YOU A TV STAR!

Be a graphic artist. Be a games designer. Be a videogame hero. Be anything you want with Mario Artist!

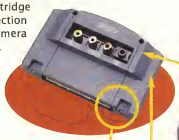
Nintendo's Mario Artist series for the 64DD is made-up of three separate programmes – Talent Maker, Polygon Maker and Picture Maker – each of which allows you to learn a different drawing or modelling skill. We'll take you through each of these amazing programmes in turn, but here's how they work with the 64DD and your beloved N64.

HOW THE WHOLE THING WORKS

TELEVISION
As always, you can watch all your magical creations on the TV screen.



CAPTURE CASSETTE
This new cartridge allows connection to a video camera and recorder.



VIDEO RECORDER
Record you crazy creations on a normal video tape and send 'em to all your friends. You can take images from video into the 64DD, too.



MOUSE
The Nintendo 64 mouse plugs directly into one of the four controller ports.





VIDEO CAMERA
Take silly pictures of your best friends and put 'em into the 64DD via the Capture Cassette.



CONTROLLER
A normal joypad can be used. However, the mouse is much better.





DISKS
Simply slot your Mario Artist disks into the 64DD. Let's go!

MIYAMOTO SAYS...



"Although I've spent a lot of time on Zelda 64, most of my time has been taken up with the Mario Artist series."
SHIGERU MIYAMOTO

PERIPHERALS FRENZY
Along with the Mario Artist series come two new peripherals. Both are aimed directly at gamers who want to interact with their Nintendo 64, rather than being passive players all the time.

CAPTURE CASSETTE
This N64 cartridge has four sockets on the back which allow you to connect a video camera to your N64. Now you can take pictures of yourself and use them!



N64 MOUSE
Although players will be able to use the N64 controller to manipulate images, a dedicated mouse will be available for precise control.



BY:	NINTENDO
GAME TYPE:	Creation package
RELEASE:	July 1998 (Japan)
CART SIZE:	N/A (DD disk)





TALENT MAKER

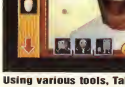
TALENTED 3D DANCING DOLLS

Talent Maker, the first programme in the Mario Artist series, allows players to dress, animate and colour 3D characters.

Using the Capture Cassette, Nintendoids can even take pictures of their mates with a video camera and stick them onto the 3D models. There are loads of sample characters and animations included on the 64DD disk, but it won't be long before players are using the simple modelling tools to create their own talented characters.



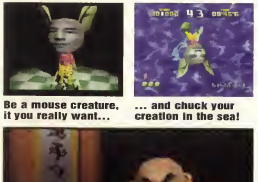
Using various tools, Talent Maker players will be able to create amazing, bizarre creatures.



Be a mouse creature, if you really want...



... and chuck your creation in the sea!



What's cool?

- Be creative, not passive
- Learn about computer design
- You can make your friends look like idiots!

CREATING TALENT

Like most computer drawing packages, Talent Maker features a wide range of easy tools. Here's how to create a simple character.

1 Beginners can choose from a number of characters supplied on the disk. Each has a range of animations as well.



2 Using the tools from the menus along the edges of the screen, you can change everything from their lips to their bushy hair.



3 Moving away from the face, you can even change the shape of your talent's body. Let's make this one a little bit taller...



4 The best thing is that you can use a normal video camera to take your ugly face into the 64DD...



5 ... and then stick it onto the 3D model! Now you can use the tools and materials on offer to make yourself into anything you want to be!



6 You can even use your character in a bizarre, obstacle course game. Several games will be included in the final 64DD disk.



NEWS

Nintendo SPACE WORLD '97

5 CRAP JAPANESE TOYS

Even though it boasts the best toy shops in the world, some Japanese creations hold no appeal for cynical Westerners. Here's a few that made us laugh...

1 CUDDLY POO

Poo is huge in Japan. Believe it or not, there's a cartoon hero who's a smelly turd and a gorgeous lady pop star who sings with a golden pile of plastic plops on her head. This is the soft toy version.



2 BOOSKA

This hairy orange idiot is Booska, Ultraman's tiercest foe. Even though this orange beast looks awful, Japanese kids love 'im and he pops-up on posters all over Tokyo advertising just about anything. He can stay in the Far East as far as we're concerned.



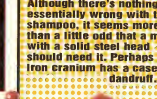
3 ULTRAMAN SHAMPOO

Although there's nothing essentially wrong with this shampoo, it seems more than a little odd that a man with a solid steel head should need it. Perhaps his iron cranium has a case of dandruff...?



4 PENCIL DOG

Is your pencil at the other side of your desk? Too tired to reach over and get it? Well ask a mate to wind-up this dog and he'll walk over to you with a lead pencil lodged between his head and bum. Works without a pencil, too...





5 TOAD KEYRING

Although this Nintendo keyring features a great little model of Toad in Mario Kart 64, it leaves a rather unsightly, sinister bulge in your trouser pocket. Hey, perhaps that isn't such a bad thing after all, eh...?



WIN! WIN! WIN!

If, by some bizarre chance, you want to win these crap toys, send us a postcard telling us the company who coded Diddy Kong Racing. Good luck!

BY:	NINTENDO
GAME TYPE:	Drawing package
RELEASE:	July 1998 (Japan)
CART SIZE:	N/A (DD disk)







PICTURE MAKER

THE DD'S PRETTY AS A PICTURE

While Talent Maker is 3D, Picture Maker will allow you to create in two dimensions.

When you begin the game you're given a white sheet, and you can use the mouse to click on various tools such as crayons, pens, paints and pastels which are displayed along the side of the screen. Here's an example using little Pikachu...



Firstly, select a pen tool and draw the basic Pikachu outline in black and white. Now he's takin' shape.

Once you're happy with the shape, use the painting tools to roughly fill-in the main colours.

For the finishing touch, use subtle pastels and shading to give your creation that professional feel.

VIDEO PAINT

Like Talent Maker, you can use a video camera or VCR attached to your Capture Cassette to manipulate images. Like this, actually...



Hey, it's the ravishing Ryoko Hirosue. This time she's advertising the Rumble Pak in a sweaty Japanese gym.



Using the Capture Cassette, you can cut-out her cute little face in Picture Maker and use it wherever you like.



Now you can paste her face onto one of the Nintendo images stored on the DD disk. Peach never looked so good!

BASIC ANIMATION

If you've got the patience, you can even use Picture Maker to make simple animations. In the sequence below, a Nintendo artist created several different pics of a panda skipping a rope. With the three images complete, the artist flicked through 'em in quick succession to give the illusion of movement. Dead easy, really.



MIYAMOTO SAYS...



"It's great fun to take part in making a videogame. That's what the Mario Artist series is all about."

What's cool?

- Intuitive drawing tools
- Fun with Nintendo images
- Become a super hero!

3D MOVIE MODE

Picture Maker can even be used to draw and colour 3D models. Not many details were released on this exciting mode, but take a look at the fearsome dinosaur below for a few intriguing clues...



This T-Rex looks scary in green...

... but you can change it's colour.

Welcome the Panda dinosaur!

POLYGON MAKER

NEWS

Nintendo SPACE WORLD '97

MAKE 3D SUPER MODELS!

BY:	NINTENDO
GAME TYPE:	3D Modelling tools
RELEASE:	July 1998 (Japan)
CART SIZE:	N/A (DD disk)

Ever fancied making your own Mario? Well, you'll get the chance when Polygon Maker hits the shelves next year.

A simpler version of the 3D modelling packages used by real game designers, Polygon Maker allows players to create and colour true 3D objects, then animate them 'til their heart's content. The game will also come complete with 3D models of Mazza and all your favourite Nintendo heroes which you can bend beyond belief.

What's cool?

- Make your own Mario
- Work in true 3D
- Colour your creations



Polygon Maker includes the actual model of Mazza used in Super Mario 64. Stretch it beyond recognition!

STEP-BY-STEP

Creating simple images in Polygon Maker couldn't be easier. In fact, the programme will cater for all age groups and skills. As an example, let's see how to make a model plane on a small pedestal.



This simple shape is created by sticking a cube and pyramid together. You can stretch them to be as long as you want.



When you're happy with the nose-cone, add more cubes and stretch them to form wings and the main body of the plane.



The plane looks a little blocky at the moment. To change this, use smoothing tools to make the plane look more natural.



Now the fun bit! You can use a wide range of colouring tools to give your model that cool 'camouflaged' appearance.



Finally, stretch more cubes to make a pedestal. Now move the camera around your creation and view it from all angles.

LET'S WORK TOGETHER

MIYAMOTO SAYS...

"Using Picture Maker, you'll be able to capture a photograph of yourself. You'll then be able to transfer this image into the 64DD memory, and in turn paste the picture onto a building in Sim City."

The most important thing about the Mario Artist series is that all three programmes work in perfect harmony.

The 64DD has Save Boxes in its internal memory. Using this, you can create a 2D picture in Picture Maker, record it in a Save Box, then import this into Talent Maker! This swapping of data between games an important feature of the DD – more on page 35.



In Picture Maker, draw an image.



Transfer it into a 64DD Save Box.



In Talent Maker, paste the image.



The face'll always be on the shirt.

BY:	NINTENDO
GAME TYPE:	Game Boy camera
RELEASE:	February 1998
CART SIZE:	N/A (GB accessory)

POCKET CAMERA

NINTENDO'S AWESOME GAME BOY GETS EVEN COOLER!

None of us were expecting this. The Pocket Camera, due in Japan in February, slots into the normal GB cartridge slot, and you can instantly see images moving on the tiny black and white screen.

Once you've got a picture you're happy with, hit one of the buttons and the camera saves a still image. Now you can use various tools and digital drawings to alter the original. As a finishing touch, use your Pocket Printer to make a black and white stamp. You can even use Game Boy link cables to transfer images from one GB to another!







WOT DO YOU DO? There are several different ways to change images with your Pocket Camera. Here's a few that we saw at Space World...

INVERSE



Make the blacks white and the whites black.

PASTE



Paste your head onto something really silly.

MIX 'N' MATCH



Take one side of a pic and mix it with another.

DRAWING

Believe it or not, the Pocket Camera allows you to use your Game Boy as a drawing package! It's not as sophisticated as Picture Maker, but it's still incredibly cool.



First, take a still image of a friend...



... press a button to access the tools...



... then use a pen to draw a silly nose.



Add more lines to finish the nose...



... and a nasty mouse woman appears!

GAMES

Take a pic of yourself using the Pocket Camera. Then, paste your face into three pre-recorded games (Space Fever II, Juggler and Mixing Desk) and play with yourself!



Can this juggler keep his balls in the air?



Oooops! A ball hurtles towards the ground.



Smash! It's Game Over, I'm afraid...

PASTE AGAIN

As well as drawing directly onto people's faces, you can paste hideous eyes, buck teeth and tears onto a normal pic.



Once you've got the still image, select the item menu.



Then, choose an eye and place it with the D-Pad.



Once the eyes are in place, choose a hideous mouth.



With the face in place, add final touches such as tears.



Okay, enough of the tears already! Picture complete.



FROM THE STREETS

The Pocket Camera idea sprung from the streets of Tokyo. For about a year now, Print Club machines have been fiendishly popular in Japan. In these, kids go behind the curtain of an odd-looking arcade machine and choose the picture they want to be part of. The pictures are generally of cartoon heroes such as Pingu, Hello Kitty or Elmo. When the image is chosen, pressing the big red button will make the machine print a series of coloured stamps. Simple as that.



LEFT Goodness, what a handsome chap! David joins the Print Club in Tokyo.



ABOVE The Pocket Camera will be available in yellow, red, purple and delicious green flavours.

5 TOP Nintendo CDs

Although they'll never see the light of day in stuffy Britain, these Nintendo game soundtracks are awesome. They feature all the music and selected sound effects.

1 SUPER MARIO

This disc features all the top tunes from Super Mario 64. Bob-omb Battlefield and Cool, Cool Mountain are our favourites, while the selection of Mario voices is simply wonderful.



2 STARFOX 64

This sweeping score has all the tension and drama of a Star Wars soundtrack. Best of all is the StarWolf theme, but the whole CD creates an exciting, tragic and sinister atmosphere. Cool.



3 RYOKO HIROSUE: ARIGATO!

Not a Nintendo CD, but Ms. Hirosue's dedication to the Big N means she deserves a quick mention. Her stunning debut contains some of the freshest and liveliest moments ever in J-Pop.



4 WAVERACE 64

If, like so many members of the ONN gang, you like easy listening toons, then the Waverace 64 soundtrack is ideal. Some of the tracks could easily find their way onto a This Is Easy double CD compilation!



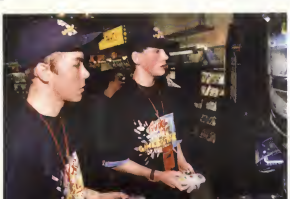
5 RYOKO HIROSUE

You'll find this sparkling, poppy track on the Arigato! album. However, it's just an excellent excuse for us to print another gorgeous picture of the angelic Ms. Hirosue. Oooooh, be still my beating heart....



WIN! WIN! WIN!

To claim these top CDs as your own, send a postcard to the usual address telling us the name of the Eastern playing cards Nintendo still produces. First postcard out of the hat wins these top prizes,



The action's tense down in the Virgin Megastore.

Twix® JUNIOR GAMESPLAYER OF THE YEAR

PAUL BOWMAN TAKES THE CUP

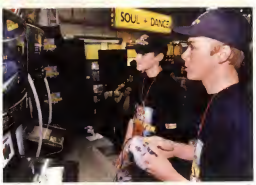
Fighting off some of the most skilful competition in Britain, 15-year-old Paul Bowman from High Wycombe proved his Mario Kart skills when he took the 1997 Twix® Junior Gamesplayer of the Year title.

The fiercely fought final took place at the Virgin Megastore in London last month, and Paul managed to keep his cool in front of an adoring audience to speed through the qualifying rounds. The final head-to-head showdown was neck-and-neck all the way to the finish line, but Paul managed to pull clear at the end of the game to clinch the gold cup.

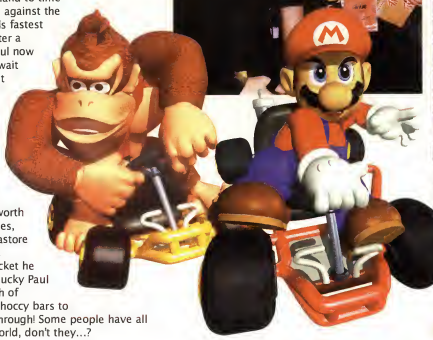
RECORD BREAKER?

As winner of the Nintendo 64 category, Paul qualified for a daring world record attempt. A representative from the Guinness Book of Records was on hand to time Paul as he played against the clock to record his fastest possible time. After a sterling effort, Paul now has a nail-biting wait before finding out whether or not he's made it into the famous book or not! Even if he doesn't make the record, Paul can still console himself with the £1000 worth of computer games, £100 Virgin Megastore vouchers and the Mechwarrior II jacket he won. Best of all, lucky Paul has a year's worth of delicious Twix® choccy bars to munch his way through! Some people have all the luck in the world, don't they...?





ABOVE Congratulations to Paul Bowman, the winner of the Twix® Junior Gameplayer of the Year. Well done, mate!



THANKS, Y'ALL

Although hundreds of loyal Nintendo Magazine readers entered the 1997 Twix® Junior Gamesplayer of the Year challenge, only eight, including Paul, had high enough scores to qualify for the final. But thanks to everyone who made the effort.

Twix® A BREAK FROM THE NORM™

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MOTHER 3

SO YA WANNA BE A HERO?

If The Legend of Zelda 64 is the greatest RPG on Earth, Mother 3's gonna seem like something from beyond the stars! Better known in this country as the Super NES title Earthbound, Mother 3 will be the first RPG to appear on 64DD disk. It'll feature hundreds of monsters and locations.

BY:	NINTENDO
GAME TYPE:	3D RPG
RELEASE:	TBA
CART SIZE:	N/A (DD Disk)



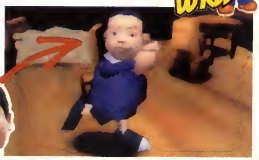
The Wild West is one of Mother 3's locations.

Given the massive storage capacity of Nintendo's disk drive, Mother 3 will undoubtedly be the biggest adventure game ever on a home console. The game was only shown on video at Space World but, on first impressions, it looks absolutely incredible.

BE A HERO

Remember how we told you that 64DD titles will be interchangeable? Well, here's another exciting example. Using the Picture Maker programme, the Capture Cassette and a video camera, you'll be able to scan your face and paste it onto the hero's head! Just think of the possibilities... you could have an army of Warios storming a Peach fortress! Thank the lord you decided to stick with Nintendo...

NEWS



You'll be able to paste your own ugly mug onto one of the Mother 3 heroes.



There'll be hundreds of talkative people to meet.



Bizarre beasts. Friend or foe...?



Scary green monsters run this mill.



Transportation in Mother 3 world.



Play the blues with the M3 cast.

SIM CITY

URBAN REDEVELOPMENT ON 64DD

Forget any Sim games you've played before – Nintendo's version of Sim City is something completely different. Although the way you build cities is much the same, all the towns will be fully 3D.

Even better, you'll be able to jump into a car and take it for a spin through the crowded streets, or use Maxis' Sim Copter disk to download a chopper and fly across the rooftops. It looks as if you'll even be able to give your town a population with its own personality.

BY:	NINTENDO
GAME TYPE:	3D City simulator
RELEASE:	TBA
CART SIZE:	N/A (DD Disk)





Build your own cities... and knock 'em down!

MIYAMOTO SAYS...



"Both Sim City and Sim Copter will appear on 64DD. If you create a town in Sim City and a fire breaks out, you can use a chopper from Sim Copter to fight the blaze. You'll be able to fly the sim helicopter over your whole city."

SHIGERU MIYAMOTO



ABOVE This city district is populated mostly by old people. Make sure you control the traffic.

RIGHT This thriving city could be due a major disaster!



SPACE WORLD GALLERY

THE BEST OF THE REST AT NINTENDO'S SHOW OF SHOWS



When the game begins, the Banjo-Kazooie cast perform a hilarious tune.

BANJO-KAZOOIE

RARE

April 1998 (Japan)

More Banjo-Kazooie levels were on show at Space World than ever before, and every one looks awesome. Our favourite section was the crazy intro sequence where Banjo, Kazooie, Piccolo and Mumbo Jumbo play an hilarious song. The game itself is spectacular too, packed with fiendish puzzles and quirky characters.

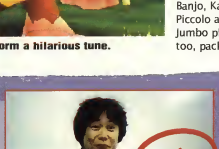


Banjo carefully creeps across the bridge, collecting musical notes.

MIYAMOTO'S CABBAGE

MORE GAME BOY LINKS WITH DD

On the second day of Space World, Shigeru Miyamoto spoke to an eager huddle of European journalists. In this address, he revealed details on the ultimate virtual pet, codenamed Cabbage. Here's what he said...



THE CONCEPT

MIYAMOTO "For Cabbage and other simulation games we've got planned, we want players to use both the 64DD and Game Boy. While the 64DD will be the major base for playing the game, we want people to download specific stages onto a Game Boy cartridge so they can take it with them on the train to work or school. When they get home, players can feed the game data back into their 64DD and continue playing on their television."

THE CREATURE

MIYAMOTO "Cabbage is the name for a little creature. The game uses the 64DD's internal clock, meaning that the creature can evolve and change, even if you're not playing. You can go out for a few hours, and find your creature has totally changed when you get back."

PORTABLE PET

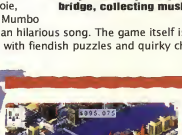
MIYAMOTO "It's inevitable that players will have to leave their house. To stop Cabbage becoming neglected, a Game Boy cartridge can be used as a 'basket'. You can put Cabbage in his basket and take him with you, using the Game Boy to cater for his every wish. When you get home, you can release him back into his virtual world."

BUYING TOYS

MIYAMOTO "When Cabbage is released, it'll be followed by additional disks which contain swings, slides, ponds and so on for your creature to play with. You could even use the writable disks to swop Cabbage toys with your friends."

BUT YOU'LL HAVE TO WAIT!

MIYAMOTO "I'm sorry that we can't show you anything on Cabbage yet, but we have to assess the current games market first. In Japan, the market is shrinking. A few years ago, players were excited by the Super Mario Bros. games but, as they got older, these people stopped playing. Younger players aren't interested in the same games as we were, and so we have to discover what they want."





Although these shots look much the same as other Sim City titles, the finished thing will include a host of sub games for you to try.

SIM CITY 2000

IMAGINEER

December 1997 (Japan)

Like Nintendo, Imagineer has set out to rewrite all the Sim City rules. Although the basic game structure will be familiar to Sim City 2000 fans, the cart will contain dozens of excellent sub games where you can bet on horses, have space battles and even go on a date with a cute little lady. If you're a Sim City fan, this'll amaze you.

TAMAGOTCHI WORLD

BANDAI/NINTENDO/HUDSON

12th December 1997 (Japan)

This is adorable. All the little virtual beasties have gathered together, ready to take part in a bizarre board game. If you land on certain squares, you can perform all your normal Tamagotchi duties like cleaning up the poo. Looks like a great game, but it may not appeal to a Western audience.



All the virtual alien critters enjoy a relaxing board game.



This Mario Tamagotchi may appear in the game!





More snowboarding action on N64.

SNOW SPEEDER

IMAGINEER

March 1998 (Japan)

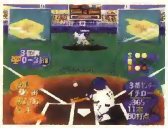
It's only 20% complete, but the version of Snow Speeder we saw at Imagineer's Japanese offices shows great promise. Players will be able to speed down the icy slopes on both skis and snowboards, and loads of N64 special effects will be used to make it as realistic as possible. Expect a two-player mode in the finished game.



Solve the mansion mystery.



Fighting Cup just gets better!



Namco arrives on Nintendo 64.

DETECTIVE 64

IMAGINEER

March 1998 (Japan)

More Nintendo innovation from Imagineer. Detective 64 is a 3D board game where up to four players have to explore a huge mansion to discover the identity of a brutal murderer. Simply throw the dice, then decide where you want to go. However, vicious guards are roaming the mansion, so make sure you can beat 'em with your awesome special attacks.

FIGHTING CUP

IMAGINEER

April 1998 (Japan)

Fighting Cup is still shaping up to be the best beat-'em-up on the Nintendo 64. In the version Imagineer showed us, an hilarious bonus fighter wearing a pantomime cow suit was unveiled, along with a practice robot you can beat mercilessly. New fighting moves have been included too, such as hanging off the edge of the arena and tripping your opponent.

FAMISTAR 64

NAMCO

28 November 1997 (Japan)

Famistar 64 is Namco's N64 experiment. In the Far East, Famistar is the company's most lucrative licence. If this game is a success, Namco will commit itself to more N64 projects. An N64 version of Tekken 3? Yes please! Anyway, Famistar 64 looks like the slickest baseball sim on Nintendo 64.

UCHAN NANCHAN'S FIRE CHALLENGERS

HUDSON

12th December 1998 (Japan)

Remember those ancient games where you had to guide a metal loop around an electrified steel squiggle without touching the side and ringing the bell? Well, that's exactly what this game involves! The queues to play it at Space World were massive, but that could have something to do with the £1000 toy voucher on offer to the winner...





It may sound rubbish, but Uchan Nanchan's is a top game.

5 TOP Nintendo SWEETS

Go into any supermarket in Japan and you'll be amazed by the number of Nintendo sweeties you can buy. We pigged out on these top sweets in Tokyo, but here's a few we managed to bring back home...

1 BOMBERMAN B'DAMAN SMARTIES

If you missed our Bomberman B'Daman review a few months back, here's what it's all about. Simply slot a Smartie into B'man's chest, push the lever on his back, et voilà, the sweet flies into your open mouth!



2 TAMAGOTCHI TUBE

As well as a cardboard tube of delicious, nutty sweets, this Tamagotchi cash-in also comes complete with a bizarre beastie pendant. A tasty snack and top fashion statement in one.



3 POCKEMON LOLLY

Yes, more damned Pocket Monsters. This one is a toffee lolly complete with the Japanese version of Space Dust. Lick the lolly, stick it in the powder, and let your taste buds explode.



4 PUYO PUYO SUN CHEWS

Although the packet looks a little boring, it's packed with tooty-fruitie chews that'll last you for ages. Like Opal Fruits, you'll always find the green ones left 'til last...



5 DORAEMON HEART

Bit of a disappointment, this one. Although the cardboard box shows full-colour Doraemon cars, the one inside is just blue and white. Even worse, you only get one heart-shaped sweetie. Wot a swizz!



THE BIG BLAG

As always, we've got the biggest, bestest blags on Planet Nintendo. To stand a chance of winning, just send your name, age and address to this address: Official UK Nintendo Magazine, 37-39 Millharbour, Isle of Dogs, London E14 9TZ. Good luck.

TOP GEAR FROM LMP

Thanks to our generous mates at LMP we've got tonnes of top N64 goodies up for grabs. Five lucky winners will receive an LX4 steering wheel (highly recommended last issue), two LX4 joypads, an LX4 Tremor Pak and a cool LX4 256k memory card. To enter, just answer this quessie.

Q. What's the name of Shigeru Miyamoto's virtual pet project?
(A) Lettuce
(B) Cabbage
(C) Nettle

Remember to mark your entry 'LMP Compo'.

WIN







HOME ALONE... AGAIN!

Fans of the slapstick Home Alone movies had better get ready... another top sequel's on the way! To celebrate, Twentieth Century Fox has given us 20 Home Alone 3 goodie bags, each stuffed with rucksacks, Home Alone videos, wallets and watches.

Q. Who played the kid in the original Home Alone?
(A) Macaulay Culkin
(B) Alex D. Linz
(C) Elvis

Ensure the words 'Home Alone 3 Compo' adorn your card.



THEY'RE BACK!

Being media gurus at ONM, we've all managed to see Alien Resurrection. And it's awesome! If you liked City of Lost Children and Delicatessen, you'll love this. Titan's cool book is an excellent guide to how this terrifying movie was made.

Q. Name the heroine of the Alien movies.
(A) Ripley
(B) Blipley
(C) Roger

Please to mark your postcard 'Alien Resurrection Compo' please.



WIN MADDEN FOOTBALL 64

This is one of the most playable American football sims and won a storming 89% in this issue. We have three copies up for grabs. All you have to do is answer this easy-peasy question.

Q. What's Madden's first name?
(A) John
(B) Jeremy
(C) Jason

And don't forget to scribble 'Madden Compo' on your entry.



GO FOR GOLD

Here's a cool one. Not only do we have three copies of FIFA: Road to the World Cup 98 up for grabs, we've also got three stylish EA Sports jackets to give away. Fancy your chances? Then just try bending yer brain around this question...

Q. Where are the World Cup finals being held?
(A) Brazil
(B) France
(C) Lurgan

Ensure that the words 'FIFA Compo' adorn your entry card.



OFFICIAL NINTENDO 64 PLAYLIST

MEANWHILE, DOWN THE GYM...

With all the sports reviews in this month's bumper issue. We couldn't help ourselves...



SIMON CLAYS
Editor
JOB Manager
(1) Gazza
(2) Ian Botham
(3) The Villa squad



DAVID McCOMB
Deputy Editor
JOB Coach
(1) Sporty Spice
(2) Sported Mag
(3) Lucozade Sport

JASON SIMMONS
Art Editor
JOB Physio
(1) Greg Rusedski
(2) Damon Hill
(3) Murray Walker





SHAUN WHITE
Reviews Editor
JOB Striker
(1) Julian Dicks
(2) West Ham squad
(3) Gillian Anderson in a trackie

ALEX C.
Tips Editor
JOB Centre back
(1) Bruce Lee
(2) Chuck Norris
(3) Jackie Chan





TIM STREET
Staff Writer
JOB Ball boy
(1) Dennis Rodman
(2) Southend Utd
(3) Eddie the eagle

BRAIN STRAIN ANSWERS

(1) Navie
(2) Polygon Maker, Talent Maker, Picture Maker
(3) 30
(4) Tamagotchi World
(5) 1080°, Snow Speeder and Nagano Winter Olympics



GAME NAME	Super Mario 64
BY	Nintendo
PLAYERS	1
FOR	Best videogame ever!
AGAINST	Lacking in replay value
SCORE	95%
LIFESPAN	★★★★

GAME NAME	Turok
BY	Acclaim
PLAYERS	1
FOR	A rival to Quake
AGAINST	Alleged motion sickness
SCORE	95%
LIFESPAN	★★★

GAME NAME	Star Wars: SOTE
BY	Nintendo
PLAYERS	1
FOR	It's Star Wars!
AGAINST	It's not very good
SCORE	86%
LIFESPAN	★★

GAME NAME	Pilotwings 64
BY	Nintendo
PLAYERS	1
FOR	Free-flight experience
AGAINST	No appeal for gore freaks
SCORE	84%
LIFESPAN	★★

GAME NAME	Wavelace 64
BY	Nintendo
PLAYERS	1-2
FOR	An original racer
AGAINST	Lazy PAL conversion
SCORE	92%
LIFESPAN	★★★

GAME NAME	ISS64
BY	Konami
PLAYERS	1-4
FOR	THE best soccer sim
AGAINST	Not a lot, actually
ORIGINAL SCORE	93%
LIFESPAN	★★★★★

GAME NAME	FIFA 64
BY	EA
PLAYERS	1-4
FOR	Real teams/players
AGAINST	It's not ISS64, is it?
SCORE	67%
LIFESPAN	★

GAME NAME	Killer Instinct Gold
BY	Nintendo
PLAYERS	1-2
FOR	It's Killer Instinct
AGAINST	No appeal for non-KI fans
SCORE	84%
LIFESPAN	★★★

GAME NAME	Mario Kart 64
BY	Nintendo
PLAYERS	1-4
FOR	Multi-player heaven
AGAINST	Not so hot on your own
SCORE	90%
LIFESPAN	★★★★★

GAME NAME	MK Trilogy
BY	GT Interactive
PLAYERS	1-2
FOR	Loads of MK action
AGAINST	Shoddy conversion
SCORE	56%
LIFESPAN	★

GAME NAME	Blast Corps
BY	Nintendo
PLAYERS	1
FOR	A unique experience
AGAINST	Over much too quickly
SCORE	87%
LIFESPAN	★★★

GAME NAME	Doom 64
BY	GT Interactive
PLAYERS	1
FOR	The ultimate Doom
AGAINST	It's not Turok
SCORE	85%
LIFESPAN	★★★

GAME NAME	MRC
BY	Ocean
PLAYERS	1-2
FOR	A solid N64 racer
AGAINST	Limited number of tracks
ORIGINAL SCORE	83%
LIFESPAN	★★★★

GAME NAME	Hexen
BY	GT Interactive
PLAYERS	1-4
FOR	Sprawling adventure
AGAINST	Poor PC conversion
SCORE	60%
LIFESPAN	★★

GAME NAME	Duke Nukem 64
BY	GT Interactive
PLAYERS	1-4
FOR	Superb conversion
AGAINST	Flat sprites
SCORE	91%
LIFESPAN	★★★★

GAME NAME	LylatWars
BY	Nintendo
PLAYERS	1-4
FOR	The best blaster ever
AGAINST	Nothing, really
SCORE	93%
LIFESPAN	★★★★

GAME NAME	F1 Pole Position 64
BY	Ubi Soft
PLAYERS	1-2
FOR	Official FIA licence
AGAINST	Frustrating controls
SCORE	75%
LIFESPAN	★★

OFFICIAL NINTENDO MAGAZINE OFFICE CHART
November – December 1997

(1) Goldeneye 007	(Nintendo)
(2) Diddy Kong Racing	(Nintendo)
(3) LylatWars	(Nintendo)
(4) Duke Nukem 64	(GT Interactive)
(5) FIFA: RTTWC	(Electronic Arts)

SCORES ON THE DOORS

A couple of months ago we overhauled our marking system and unveiled a new award.



90%+
Buy this game!

80-89%
A solid game that would sit snugly in anyone's collection.

65-79%
One for fans of the genre, but lacks true greatness.

45-64%
Mr. Average arrives in town. Only for those who love the genre.

26-44%
Alert! Alert! Dodgy crock of bottocks in the area.

25% and under
A complete dog of a game. This mongrel needs an injection that will put it to sleep – permanently! Hopefully we won't have to use this mark too often...

FIFA

ROAD TO WORLD CUP 98

It's coming home. It's coming home. It's coming. FIFA's coming home... At long last, FIFA Soccer's back on track and hoping to score this Christmas.

When it comes to video games, there are great ones, average ones, and complete and utter dogs. Without doubt, FIFA 64 falls into the last category. The early screenshots howled us over – until the game arrived in the office. It was amazing that a game could promise so much, and deliver so little.

Now our attention switches to the sequel which looks as good as, if not better than, the original. You'll also be pleased to know that the gameplay has vastly improved. So much so that we've fallen in love with it.

IT'S GOOD TO BE BACK

FIFA has always been very easy to sum up: excellent presentation, cool graphics and very average gameplay. Even going back to the days of the Mega Drive, the playability was dodgy. Many a time you'd score a goal only when the celebrations were over, you'd wonder how the hell you smacked the ball into the top corner. All that appears to be a thing of the past. FIFA is now very responsive to your commands. You can even anticipate the arrival of the ball and shoot the moment it arrives at the forward's feet.





Hitting the net from your own half is now just a distant memory in FIFA Road to the World Cup 98

CHECK OUT THESE GOAL SEQUENCES





BY:	EA
PRICE:	£59.99
TELEPHONE:	01753 549442
RELEASE:	DECEMBER

GAME TYPE:	FOOTBALL SIM	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-4 PLAYERS	BATTERY BACK-UP:	YES
MULTI-PLAYER MODES:	4-PLAYER MATCH	MEMORY PAK:	SAVE PROGRESS

WE'RE ON OUR WAY

Naturally, the main game is Road to the World Cup. This allows you to choose from 172 International teams and play in a mini-league – with the best 16 teams going forwards to the World Cup Finals in France.

Each group is identical to the actual qualifiers that have taken place over the past two years – so, if you choose to play as England, you will then face Italy, Georgia, Poland and Moldova.



EA has used some great ad boards.



Each stadium looks like it does in reality.



Re-live *that* night in Rome...



A night game under floodlights. Awesome!

EVEN BETTER THAN THE REAL THING

You may be wondering how EA has been able to make so many improvements from the 16-bit debut. For a start, a refined artificial engine has been used, and over one hundred new animations have been added. Every kick, throw, header and flick has been motion-captured in EA's Canadian studio. In fact, some of the moves look so realistic, it's almost like being there in the stands and watching West Ham on a Saturday afternoon.



Get out of the way. Keeper's ball!



FIFA lets you pass the ball with ease.



You can also play the ball out to the wing.



The keepers are improved with excellent AI.



He steals the ball with a cracking tackle.

GETTING STARTED

Road To The World Cup 98 features six gameplay modes with a variety of options to tickle your footballing taste buds...



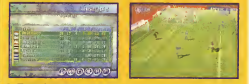
FRIENDLY

Now you can pit dross such as Southampton against the mighty force of Brazil, and not have to worry about the result. But I think that it'll be at least 10-0 to the Samba-men.



ROAD TO THE WORLD CUP

Select any International team for the first qualifying stage. After playing every team in your group (both home and away) the top teams go to the World Cup Finals in France.



LEAGUE

Up to eight players select a team from any nation and challenge for the Championship. Each team plays the rest of the pack twice, and all computer matches are simulated.



TRAINING

Work on your skills before going up against the opposition. There are several drills including free kicks, corners, and penalties.



PENALTY SHOOTOUT

Five penalties per team. In the sudden-death stage, if the first team scores, then the opposition must score to stay in the match.

Trying to score in FIFA is gonna take a lot of practice. It's much harder to score from the edge of the area, so you'll have to go man-on-man and welly it into the net – Kitson style.



TIME TO TAKE CONTROL

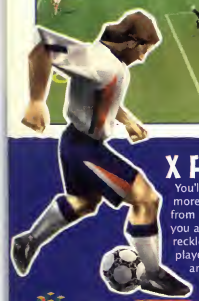
As you become more experienced, it's possible to adjust the play controls so your skills are more of a factor. The first option to alter is Shot Targeting, so you're responsible for the shot's direction. If you pull too far on the 3D stick, the ball flies high and wide. Once you've mastered shooting, you can progress to finer skills including volleys and headers. Hopefully, you'll reach a standard where you'll be in total control with no assistance from the computer.













If you want your footie match to be more manic, try the indoor option.

I'M FOREVER BLOWING BUBBLES

One of the most realistic aspects of FIFA is the sound. Once again, Des Lynam introduces the match before handing the microphone to Match of the Day commentator, John Motson, and Sky Sports footie expert, Andy Gray. The crowd also plays an important part in the proceedings. The home supporters become frustrated when their team goes a goal behind, and they give the away side plenty of lip if they foul one of their star players. Another cool inclusion is Blur's Song 2 which is played as the title screen appears. 'Whooo hoo, and I feel heavy metal...'



Yep, this one definitely looks like a 50-50 ball.



Vinny Jones, just eat your heart out!



It's 0-0, and it's all to play for down on the pitch.



Three men to beat and he's still nowhere near.



Try a spot of Riverdance when you get tackled.

X FOUL SEQUENCE X

You'll need to stay on your feet a whole lot more than you might think. As you can tell from this sequence (right), the ref won't allow you and your team to get away with too many reckless tackles – the final result for this player is that he has the opportunity to take an early bath.





BEST SEAT IN THE HOUSE

FIFA allows you to choose from eight camera angles which give you the feeling that you're sitting in the stands or watching the game on the television.



TELE CAM

The game is viewed from the side of the pitch. The camera moves along the touch line, always keeping up with play.



SIDELINE

The camera has now moved down to pitch side, which brings the action much closer. One of the best views on offer.



ACTION CAM

This is played from behind the goal. When attacking down the flanks, the camera moves to the side of the corner flag.



GOAL CAM

The camera is now fixed behind the bottom goal. The action is so close, it's advisable to use the radar with this mode.



STADIUM CAM

The action has shifted to the top of the stadium. This is reminiscent of the original default setting.



SHOULDER CAM

This is similar to Stadium Cam, although the camera has zoomed in closer to the action, and you see much less of the field.



BALL CAM

Overall, it's the least playable. It looks great, but you're too close, and the camera pans round too much causing confusion.



TOWER CAM

A superb aerial view that is perfect for all players who want to pass the ball. Some of the excitement is lost.

TIME FOR A CHANGE

By selecting the League mode, you're able to take advantage of the Team Management option. This means you have the chance to dabble in the transfer market, although don't expect to be able to purchase all of the big names for peanuts.

The best part is that you can get rid of your substitutes to the opposition and, as long as they have the budget, they'll be happy take them off your hands. Unfortunately, this could mean that you could get lumbered with the likes of Paul Ince and, let's face it, you wouldn't really want him even if he was offered on a free transfer.





Pay your money and make your choice. Hmm... what'll it be John Lukic?





You can make your players even better than the real thing.

DEVELOP A NEW SKILL

It's fair to say that if you're a fan of a Premier League side, you'll control them on most occasions. However, some of the players may, in your opinion, be weak in certain categories. FIFA allows you to call up all the players' skills and adjust them as you see fit. Each team member is ranked in 13 skills such as shooting, speed and tackling, although how Teddy Sheringham received 91 for shot accuracy is beyond me!



Altogether now: 'Ee-yore, ee-yore, ee-always scores for Arsenal!'



TRICK UP YOUR SLEEVE

You'll be happy to know that quite a few new moves have been added that'll help you to beat your opponent – and there's also the odd extra continental trick which, apparently, can be used to help you con the referee.

DIVE

When you're about to be challenged, double tap the Right 'C' and you'll fall to the floor like an Italian striker. The chances of a penalty are remote, but it's worth a go, isn't it?



FEINT

When you're running at a player, hold the Top R and just tap any other button. The ball will stick to your foot, and this confuses the defender long enough for you to be able to cut inside.



OVERHEAD FLICK

Stop in full flow and tap the Bottom 'C' button to get your player to flick the ball into the air. You can now head or kick the ball forwards, or continue your run.



FIRST TIME SHOT

This relies on you anticipating receiving the ball. Hit your shoot button as the ball rolls towards one of your players. As it arrives, he'll shoot first time – hopefully wrong-footing the keeper.



BALL THROUGH LEGS

To get round the back of your marker, hold the Z-trigger as you make the pass. The player receiving the ball will let it run, and you can dart past your flat-footed opponent.



CAN YOU KICK IT?

One of the most annoying aspects of FIFA 64 was trying to perform any flashy move such as diving headers and bicycle kicks. That's now a thing of the past, although you'll need to practise if you want to use them to full effect. To finish off a great move with a spectacular volley you must Tap the 'B' Button and then hold it until the ball arrives. Now release and watch your opponent's jaw drop as you leave the keeper wondering what's happened. 'It's just like watching David James.'





It's not just knocking the ball over the line from five yards, y'know...

IT'S AN EARLY BATH FOR YOU

Although it's possible to turn off some of the rules, there are those that automatically stay in the game. The new FIFA objectives have been included such as the back pass rule and delay of game. Although the keeper is granted much more than six seconds, a free kick is awarded if he fails to kick the ball in a short period of time. You must also watch your tackles 'cos the referee will have no hesitation in sending you off for a professional foul.







Oi, Nutter! No! Right, you're going for that one mate!

COMMENT What a difference eight months make. After the most appalling game ever on the N64, EA gets back on track with one of the best football games ever. The game oozes class from the moment you turn on your console. The set-up screen is very professional, and there are so many options, you'll still be fiddling with them six months down the line. The biggest improvement is the gameplay. The speed is good, and the response to your command is instantaneous. ISS64 might still have the slight edge, but at least there's now an excellent alternative. The best FIFA game ever!

SHAUN WHITE

BREAKDOWN (1 2 3 4 5)

STRATEGY	
ACTION	
CHALLENGE	
REFLEXES	
ORIGINALITY	

INTEREST (1 2 3 4 5)

HOUR	
DAY	
WEEK	
MONTH	
YEAR	

GRAPHICS 93

As realistic as we've seen so far. Use Ball Cam and you can really appreciate the effort that's been put into this game. Simply stunning.

SOUND 89

With Des, Motty and Andy Gray, this is bound to have a professional feel. The crowd is also very realistic. Oh, and don't forget Blur.

PLAYABILITY 90

For once, the playability is superb. It's very responsive, and you now feel totally in control. There are also lots of tricks to master.

LASTABILITY 89

Taking control of your favourite side and going through the League option is great. This plays well in both one- and two-player modes.

OVERALL

This is the game we all wanted first time round. At last the gameplay complements the graphics. FIFA's back at the top of the table.

90%






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▲ Goldeneye 007



only £49.99*

▲ Diddy Kong Racing

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San Francisco RUSH

Ever felt like hitting the open road of America? Well, pump up the stereo and feel the wind in your hair as we prepare to hit the streets of the good ol' US of A in the eagerly awaited arcade conversion of San Francisco Rush.

Think of San Francisco and most of us will think of the 49ers or the Golden Gate Bridge. Well now you can stop all your dreaming and actually be there in GT Interactive's version of the speed freaks' obsession San Francisco Rush. Apart from the excellent Top Gear Rally and the futuristic effects of Extreme G, there aren't many racing games out there that have stretched the capabilities of the N64. The question on everybody's lips is whether or not San Francisco Rush can lead from the front of the pack. Let's hit the streets of California to find out...



It always gets packed here during the rush hour!



BY: GT INTERACTIVE

PRICE: £59.99

TELEPHONE: 0171 258 3791

RELEASE: DECEMBER

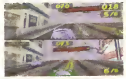
GAME TYPE:	RACING	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-2 PLAYERS	BATTERY BACK-UP:	YES
MULTI-PLAYER MODES:	CIRCUIT	MEMORY PAK:	NO

WE'RE ALL GOING TO SAN FRANCISCO

Even though the gameplay isn't too hot in one-player mode, two mates can go head-to-head in circuit mode for a real boy-racers drive around San Francisco. You'll be able to race the 24-rack circuit, building up points towards the championship finale.



Two player madness starts here..



Get ready for the jumps!



Much better than racing the AI, huh?



Don't take too many risks as a crash can lose you at least five secs.



Can you really fly through the air like this in San Francisco? Hello? British Airways? I'd like a fly-drive trip to San Fran please!

DEALS ON WHEELS

In SFR there are eight monster machines for you to use to burn rubber down the highways and byways of San Francisco. There are four levels to choose from, all with two cars on each. You can also do a spot of painting as you can change the colour of your four-wheeled wonder...

VW CAMPER VAN – BEGINNER

These are ideal for those who've just passed the SFR test. The beginner cars have good acceleration and handling but can't compete with the big boys – poor high speed stops that.

DODGE VIPER – ADVANCED

Not much to call between the beginner and advanced classes. It has a better top speed and can take a lot of battering from the other cars before it blows sky high.

VW BEETLE – EXPERT

The belting top speed and rip-roaring acceleration means you can wave farewell to other racers. But get caught and you'll be in for a rough ride – a few crashes will put you in the local ER.

LAMBORGHINI – EXTREME

Whoah! If you want to really race then this is the baby for you. The best of the bunch as far as acceleration and top speed go, but after a couple of smashes you'll be history.

















MAGICAL MYSTERY TOUR

Roll up! Roll up for the mystery tour! Your trips around the city wouldn't be complete without a few sights and sounds to see and hear. Check out the famous Golden Gate Bridge, Twin Peaks and the Pacific Heights as you race over six progressively harder tracks either in mirror mode, backward or normal mode...





















I'VE GOT THE KEY, I'VE GOT THE SECRET

Even though getting first place on each track is what SFR is all about, you need to keep your wits about ya to find the hidden extras. Each track has a key. Collect them as you go and you'll be able to trade them in for the bonus car for that track. Keep an eye out for strange-looking fences, barriers and roads 'cos these are the short cuts that will send you hurtling towards the finishing line.



The off-road shorties are difficult to find – but greatly rewarding when you do.



This at first looks like a slight wall scrape.



But soon your car sparks and...



... boom! You're toast, homeboy!!!

SEQUENCE: Sometimes it's more fun just cruisin' and looking for detour routes. Here on track five we jump up two ramps to race within the high skyscrapers themselves. Go Bullit!



A little exploration goes a long way in San Fran Rush. That's something I suppose... Here, a short-cut valley is found much like on the Desert track in Top Gear rally.

BURN BABY BURN

As well as the choice of cars, SFR allows you to select from tons of options to make the game easier or harder. The programmers have allowed you to set the number of laps and the number of other competitors as well as the level of visibility and wind that effects your car when you jump. You can also choose what happens when you go head first into a crash barrier. Turn off the Death setting and you'll receive a brand-spanking-new car when you crash, turn the option on and you'll be ten feet under as your car busts into flames.



Note the people are twice the size of the car here! Must be Mario driving!

COMMENT

After some early screenshots at the E3 show in Atlanta, San Francisco Rush was shaping up to be a corking arcade conversion – but it's a shame to say that it isn't all it's cracked up to be. Despite some really good-looking tracks and an impressive choice of cars, there's very little to cheer about on SFR. Most of the time you'll be recovering from smashing into the barriers or hurtling down a cliff face as just one ill-judged corner will see you literally burning rubber. The N64's old favourite, the pop-up of the graphics, rears its ugly head once again. On more than one occasion a corner will fly out of the distance and you'll have no hope of negotiating it, especially when some of them are at right angles which are almost impossible to get round without crashing. Actually getting the cars to turn is like trying move a mountain as some don't budge on the sharper corners. San Francisco Rush is one of those 'could have been great' titles, it's just a shame that it isn't.

TIM STREET

BREAKDOWN

	1	2	3	4	5
STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					

INTEREST

	1	2	3	4	5
HOUR					
DAY					
WEEK					
MONTH					
YEAR					

GRAPHICS 88

This is the best aspect of SFR. The tracks and cars are great to look at but they appear patchy in places. Not a bad effort though.

SOUND 78

Let's rock! There are some average tunes for each track, which add to the gameplay, but the sound effects grate on the brain after a while.

PLAYABILITY 76

Some games just look great, play great and last for ages. SFR doesn't compete though with its slow handling and badly laid-out courses.

LASTABILITY 75

I'm not sure you'll be bothering with this after a week or two. Sloppy controls and annoying playability will just leave you feeling ripped-off.

OVERALL

Just a short message for all you driving nuts out there: leave SFR well alone and stick with Top Gear Rally. This is a pile of doggy do.

74%

"SHOULDN'T HAVE ASKED HIM TO PLAY THE BEE-GEES" THOUGHT NORM.





TWIX

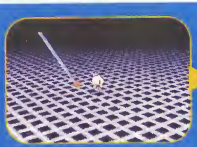
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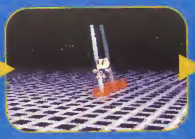
Bomberman

IT'S DA BOMB!

The cart kicks into life and we get our first opportunity to meet the all-new and totally explosive 64-bit Bomberman. Hail to the, er, King baby...







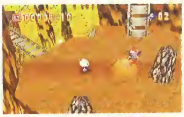
Bomberman returns to the fray for even more explosive action, although this time the game's received a 64-bit facelift. Has it been able to retain its appeal? Let's have a look...



Ever since he made his debut on the Super NES, Bomberman always followed the same formula. The game was played in a maze, with the mad bomber having to blow-up blocks to make progress towards the baddies. Now things are different with the majority of enemies freely roaming the levels. There's even a loose storyline that centres around a strange object called The Omni Cube. Naturally, this has ended up in the wrong hands (this time it's an evil tyrant called Altair), and only Bomberman can save the day.

BACK WITH A BANG

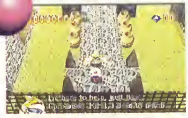
For the first time ever, Bomberman is played in 3D. The old-style levels have been replaced with new platform-esque arenas which contain many thought-provoking puzzles. There's also a new kid in town called Sirius, although his true identity is still unknown. He starts out as a friend to Bomberman, passing on useful snippets of information. However, it's not too long before he turns against our trusty hero. Could this be a sinister plot? You'll have to complete the game to find out.



As you can see, Nintendo 64 Bomberman 64 is totally 3D.



Our explosive mate has only one action button and that's for bombs.



What Bomberman must do is work out how careful bombing...



... will solve a puzzle for him and move him to the next section.



Bomberman attempts to cross a stone bridge, but it looks as if there's one huge explosive problem ahead of him.



BY:
NINTENDO

PRICE:
£54.99

TELEPHONE:
01703 653377

RELEASE:
NOVEMBER

GAME TYPE:	PUZZLE	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-4 PLAYERS	BATTERY BACK-UP:	YES
MULTI-PLAYER MODES:	2 PLAYER	MEMORY PAK:	N/A



Like Super Mario 64, the four yellow C buttons control the view.

CH-CH-CH-CHANGES

Bomberman 64 looks more like a platformer, so obviously a few changes have been made. The most notable is that the bomb explosion has altered from a cross to a circle. This covers a larger surface area, offering fewer places to hide. In fact, it's advisable to run for your life and return after the big bang. Another alteration is that Bomberman can now recover when he is struck by an object. By frantically wiggling the 3D stick, you can make him snap out of his lifeless coma, and leg it before detonation takes place.



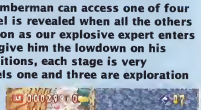
As B-Man descends the stairs a huge bomb goes off ahead.



TAKE A WALK ON THE WILD SIDE

Upon entering the game, Bomberman can access one of four worlds, although a fifth level is revealed when all the others have been completed. As soon as our explosive expert enters an arena, Sirius appears to give him the lowdown on his mission. Unlike previous editions, each stage is very different from the last. Levels one and three are exploration areas, and two and four are mini-boss and boss battles. Let's take a gentle walk through Green Garden and see what's in store for us.





D'oh! Our little bomb-based buddy reaches the end of a path. What's he to do now? Could it be bomb time?



STAGE ONE

There is a large red gem which is protected by a magical barrier. You must locate the four switches to gain access to the gem and stage two.



STAGE TWO

This is similar to Battle mode. Sirius shows his true colours and challenges you to a one-on-one battle. Beat him and you progress further.



STAGE THREE

A large blue gem is up for grabs. Unfortunately, every time you pick it up, it's stolen by Draco's right-hand man. Use the lifts and create pumped bombs to locate the warp.



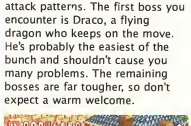
STAGE FOUR

To complete the world, you must face the boss. Draco breathes fire from above – his weakness is that his flying pattern remains the same. Strike when he swoops.

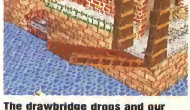


BIGGER AND BADDER

At the end of each stage, Bomberman faces the end-of-level guardians. Again, these are different from his previous enemies, and all have different attack patterns. The first boss you encounter is Draco, a flying dragon who keeps on the move. He's probably the easiest of the bunch and shouldn't cause you many problems. The remaining bosses are far tougher, so don't expect a warm welcome.



The drawbridge drops and our hero escapes... to another level.



More castle frolics for B-Man. Looks like it's showtime.



Now your foe's down, it's a bomb battle to the death.

I-CON SEE RIGHT THROUGH YOU

Unlike previous adventures, Bomberman begins the game with an array of talents. He no longer needs to search for throwing and kicking abilities as he has these skills tucked up his sleeves. However, in true Bomberman tradition, there are still more than enough icons dotted through each stage containing hidden powers, as well as some evil power-ups, which you should try to avoid.

FIRE

This increases the surface area of the explosion. A regular bomb can be upped to level three, with a pumped bomb reaching level six.



GOLD CARD

There are five gold cards on each stage in Adventure mode. Once the final item has been collected, something special happens...



BOMB

Bomberman can normally place two bombs. Every time he collects this icon, he can lay an extra explosive to a maximum of eight.



GEMS

Collect 50 blue gems to earn an extra Continue. One red gem is worth 5 blue gems. These appear after blowing up an enemy or pot.



POWER

Power increases the overall strength of the blast. Previously unbreakable items can be removed with the minimum of fuss.



CUSTOM PARTS

These are objects which can be used in Custom Bomber mode. All the sections are hidden in the various Adventure stages.



REMOTE

How you can place a bomb and detonate it when you wish. The Remote Bomb remains in your possession until you lose a life or enter the next stage.



SKULL

You should avoid these at all costs. There are seven consequences if you run into one, such as slow speed, disarm weapon and reverse control.



HEART

This allows you to survive a blast, although it can be used only once. Very handy, especially when facing an end-of-level guardian.



EVIL

Seven random powers affect your opponents, including bombs exploding at max power, shuffle players and becoming dizzy.







ABOVE Crosses for eyes! Bomberman's down and out. Looks like the show's over.

LEFT As the pics show, B-Man is a very good-looking game in Adventure mode.

IT'S JUST NOT THE SAME

Over the years, Bomberman's multi-player mode has become one of the most enjoyable and addictive gaming experiences ever. Although the N64 version has included this option (albeit with a new look), the gripping gameplay of the 16-bit original has not been retained. Part of the fun was that there were limited hiding places, so you had to come out fighting. Now, certain levels contain ramps which offer escape routes to higher levels.



Okay, so the levels look sweeter and you can go up and down ramps, but Bomberman 64's multi-player mode's lost a little something.

COMMENT

When we first heard that Bomberman 64 was changing from previous editions we were very excited. Unfortunately, after sampling the changes, our opinion has changed. The game in its own right is quite good, it's just that it's not what we expect from a Bomberman title. We all want the same maze levels, and the cool multi-player matches. What we've received is a muscle-flexing exercise showing what the N64 can achieve. The main disappointment is the multi-player mode. It no longer keeps you in front of the screen for hours. You now play it for ten minutes and move on. In short, the essence of Bomberman has been lost.

If you've never played Bomberman before, there's every chance you'll thoroughly enjoy this. If you're a fan you could be in for a rude awakening. Not bad, but the original format would've been so much better.

SHAUN WHITE

BREAKDOWN

	1	2	3	4	5
STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					

INTEREST

	1	2	3	4	5
HOUR					
DAY					
WEEK					
MONTH					
YEAR					

GRAPHICS 87

Bomberman's new 3D look is great and the platform-styled levels are cool. The end-of-level guardians look totally awesome.

SOUND 79

The sound effects are okay, but there's nothing too spectacular. The explosions are weak, although the boss battle music is atmospheric.

PLAYABILITY 90

The game has the same feel as the original, but there appears to be something missing. Altering the camera angle gets frustrating.

LASTABILITY 82

Adventure mode is fun to play, and challenging. Unfortunately, the multi-player option is a huge disappointment and lacks excitement.

OVERALL

It's a shame. Bomberman 64 should've been a blast. The single-player game's good; the multi-player mode is average. Back to basics, please.

80%

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As cosmic takes a well-earned rest in the game space lane, we welcome a new Nintendo star to the tips fold. As Nintendo's most renowned cheat and all-round nasty piece of work, Wario will be securing the very best official N64, Super NES and GameBoy player's guides, tips 'n' cheats to make you the best Nintendo gamer!



WIN WITH WARIO

TOP GEAR RALLY
NINTENDO64

THE STRIP MINE STRIPPED!

You really must be good for this 'un. To be able to race on the gasp-inducing Strip Mine track, which is like a cross between Blade Runner and Dr Who along with surreal abandoned machinery, finish the sixth season by coming first in all races. This will open up a mirror version of it too.



It's time to check out this industrial race track. Cool!

DIDDY KONG RACING
NINTENDO64

FUTURE FUNLAND

Future Funland is the fifth world in Diddy Kong Racing and getting to it is not done with your usual qualification criteria. There's a bit more to it than that. Come first place in all of the Trophy Races and acquire the Wizpig Amulet. You don't need the TT Amulet to get to Future Funland but you will need it if you want to race Wizpig again. So, after gaining first, drive to the Trophy sign – near the lighthouse – and park in front of it to gain access. The lighthouse then turns into a rocket and blasts off.



Park infront of the building, and make light work of your exit.

PLAY AS DRUMSTICK

To play as this mischievous chicken, find all of the amulets including Wizpigs and TTs. After this, squash a frog in the red spot in the central area.

SPEED BURST FROM BANANAS

Just like all of the Nintendo in-house released racing titles like Waverace and Mario Kart 64 (Multi Racing Championship as well), the programmers have featured a Turbo start which can be carried out by pressing the accelerator at the right point in the race countdown. Diddy Kong Racing will give you a Turbo if you smash down the accelerator just after the high-voiced announcer says 'Get Ready' and the words start to fade on the screen.



This cheeky chicken could be yours!

CODING CONUNDRUM

As if such a brightly coloured, incredibly addictive racing game wasn't enough, a number of codes have been built into Diddy Kong Racing in order for players to shape the game to their tastes. Enter them at the Cheat Entry screen. Here's a few...

- **ALL BALLOONS ARE YELLOW**
  Code: BODYARMOUR
- **COMPUTER CAN'T USE WEAPONS**
  Code: BYEBYEBALLOONS
- **TWO PLAYER ADVENTURE**
  Code: JOINTVENTURE

SAN FRANCISCO RUSH
NINTENDO64

SECRET STUNT TRACK

Pappy Land is a crazy hidden stunt track and can be entered via track six. To find it, turn right just before the arrows start opposite the white church-type structure at the top of the mountain, follow the mountain around to the right as gently as possible and you will eventually see an entrance at the bottom that leads to this cave, complete with dodge cones and loop the loop track. Be careful on the way down though because with one crash, or indeed if you linger too long, you'll be transported back to the main track.



Turn right here, easy does it on the way down and right.



WAY HAY! Check out the loops! Crash and go back though.

All tips are checked by Nintendo

MACE: THE DARK AGE

NINTENDO 64

The programmers have written loads of cheats to satisfy your lust for carnage. Here follows cheats to access all hidden characters, switch their heads and give them comfy pink lounge-infront-of-the-tv slippers. Next issue, expect to be able to select play on all stages, including a mini-golf course and San Francisco Rush. Sheesh!

FLUFFY BUNNY SLIPPERS!

To make all your characters wear oversized pink fluffy bunny slippers, go to the Character Select screen. Press Start on the characters Ragnar, Dregan and Koyasha, for comfy kicking mode.



Mine are fluffier than yours!

SWITCH PLAYER HEADS

Back on the old selection screen, highlight these characters: Al Rashid, Takeshi, Mordos Kull, Xiao Long and lastly Namira. Now the two opponents will have their heads swapped.



Nice legs shame about the beard!

PLAY WITH ICHIRO AND WAR MECH

This is a difficult one so get those thumbs exercised. To play as the sinister Ichiro, complete with wide brimmed hat, or as Gar Gunderson aka War Mech do as follows: on the first copyright screen, do two anti-clockwise circles with the D-Pad beginning with right. If done correctly, you will hear a gong. These guys will appear on the Character Select screen. Just above the Executioner by the way.



Nice boys, yo mamma'd love 'em... for brekkie!

PLAY AS POJO

If you feel like chicken tonight, perform Taria's execution. On the player selection screen, hold down Start on Taria. Pojo should appear and, still holding Start, select le poulet with the Quick button. Cluck to your heart's content!

PLAY AS JANITOR NED

Play as a dustman – with blue overalls and a broom as a weapon! At the character selection screen, press Start on the following fighters in succession: Koyasha, Executioner then Lord Deimos. Highlight Xiao Long and press the Quick button.

PLAY AS GRENDAL

Win three two-player contests as Player One then, while on the Character Select screen, hold down Start on The Executioner and Grendal should appear in his place. Still holding Start, press the Quick button to access this grey and glowing ogre.



Me? Chicken? I don't think so buster! VICTORY!



Ned sweeps the floor with Koyasha! Eat it!



I told you to clean behind your ears!

CLAYFIGHTER 63 1/3

NINTENDO 64

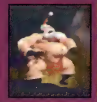
PLAY AS DR KILN

On the character select screen, hold L and press B, left C, top C, right C, bottom C and A.



PLAY AS SUMO SANTA

Again on the character selection screen, hold L and press: A, bottom C, right C, top C, left C and B.



PLAY AS BOOGERMAN

On the character select screen, hold L and press up, right, down, left, right, left on the D-pad (NOT the control stick).



STAGE SELECT

When the versus screen comes up in two player mode, press the right or left C button to change the stage you will battle within.

F1 POLE POSITION

NINTENDO 64

SECRET CAR

Finish the game and become World Champion, first place. Save this all to a control pak and restart the game. When the game requests you wait while it loads, press and hold A + B. Now go to the car selection screen and there should be a new secret car.



Wait for the reload and you'll get a secret car.

ALIEN VS PREDATOR

SUPER NINTENDO

STAGE SELECT

When you are on the Options screen, with the second controller press and hold the Left Shoulder and B, then the Right Shoulder and B, then X and A and press Start on the first controller.

MADDEN FOOTBALL 64

NINTENDO 64

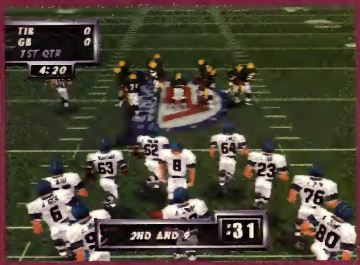
STAGE SELECT

All you strategy freaks who play Madden Football 64 to death, there is a hidden team, called Tiburon (named after the developers of this game), that you can access. To do so, just go to Season mode, then to Front Office. Select Create Player and then go to name.

Enter Tiburon and then go down to Continue. Save it and go back to the main menu using the B-button. Now go into Exhibition mode, and the new secret team will be selectable. They are much bigger than your average side – must be 'cos they've all been eating their muesli...



Tiburon is a big and burly posse of players...



You've got to be well 'ard to beat 'em!

EXTREME G

NINTENDO 64

Did you know that a human being in most cases automatically blacks out while travelling at speeds of over 6G (6 times gravity)? Now you know why you spilt your can of Coke playing this game! And yes, check these tweaks out, they make the game even faster!

UNLIMITED TURBOS

Enter nitroid at the name Selection screen for more turbo power than Schumacher with the runs!

EXTREME SPEED

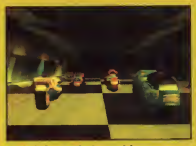
At the name selection screen in Contest mode, enter xtreme for even more speed.

SLIPPERY TRACK

One for those who have already perfected this game and want a new slant. To make the track super slippery, enter banana at the Name Entry screen in Contest mode.

THE ROACH BIKE

Don't lose sleep wondering why the programmers at Acclaim decided to name their most weapon laden bike after a timid pond dwelling fish, we didn't. Maybe because, like the fish, this bike eats worms by the dozen! Anyway, cutting the ca-phaffle, get this bike by finishing the Contest mode on Meltdown.



Roach is ready to rock!

NEON BIKE

To be the coolest person on your block with a bike which, as well as looking great, is totally maxed out on speed, shield, handling and weapons, just finish the final circuit. Obviously not as easy as it sounds.



Looks great, feels great. Let's race mate!

MAD MAX MODE

Another only-use-if-you're-a-sad-lazy-ding-dong code. This one unlocks all regular tracks, both the Neon and Roach hidden bikes and even the special hidden track! On the Password screen within the Options menu input 81GGD5 and you never know, next time the star of the show could be you.

All tips are checked by Nintendo

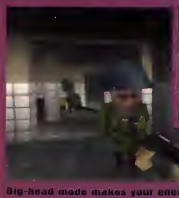
GOLDENEYE 007

NINTENDO 64

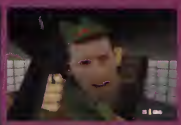
TIME CHEATS

Complete the below levels on the right difficulty setting before the designated time and these cheats will be all yours. What a great game...

Level	Cheat	Difficulty	Time
Level 1 Dam	Paintball Mode	Secret Agent	2:40
Level 2 Facility	Invincibility	00 Agent	2:05
Level 3 Runway	Big heads	Agent	5:00
Level 4 Surface	Grenade Launcher	Secret Agent	3:30
Level 5 Bunker	Rocket Launcher	00 Agent	4:00
Level 6 Silo	Turbo Mode	Agent	3:00
Level 7 Frigate	No radar (Multiplay)	Secret Agent	4:30
Level 8 Surface	Tiny Bond	OO Agent	4:15
Level 9 Bunker	2x Knives	Agent	1:30
Level 10 Statue	Fast Animation	Secret Agent	3:15
Level 11 Archives	Invisibility	OO Agent	1:20
Level 12 Streets	Enemy Rockets	Agent	1:45
Level 13 Depot	Slow Animation	Secret Agent	1:30
Level 14 Train	Silver PP7	OO Agent	5:25
Level 15 Jungle	Hunting Knives	Agent	3:45
Level 16 Control	Infinite Ammo	Secret Agent	10:00
Level 17 Caverns	2 x RC-P90s	OO Agent	9:30
Level 18 Cradle	Gold PP7	Agent	2:15
Level 19 Aztec	Double Lasers	Secret Agent	9:00
Level 20 Egyptian	All Guns	OO Agent	6:00



Big-head mode makes your enemies that much easier to hit... in the bonce!



Oh! aren't you the big scary hard man then eh! Want some uh?

KIRBYS PINBALL LAND

GAME BOY

UNLIMITED LIVES, PLAY ONLY THE BOSSES

On the main menu screen, press Right, Select and B simultaneous. If done properly, a black cat will walk across the screen. Now start a game and you'll only be battling the bosses and you'll have as many lives as your grannies had hot dinners. And then some.

DONKEY KONG COUNTRY

SUPER NINTENDO

UNLIMITED LIVES

Begin a game and go through the first level. Go back into this first level and lose all of your lives. When Cranky Kong appears, press Down, Y, Down, Down, Y to enter a secret bonus area that contains loads of 1-ups. Do a quick escape to return to the game by holding Start and tapping Select.



Some lives are just there for the taking. Easy meat eh.

BATMAN FOREVER

SUPER NINTENDO

STAGE SURFER

This is a goodie, on the Options screen, press the keys and Dpad in this order, L, up, L, L, A, B, Y. If you haven't noticed, you are spelling lullaby but with your controller and with this Stage select you won't need to trawl through the first few levels when you are nearing the end.



I really don't need to bother with you now that I can stage surf!

HOT HELP

You at the back, stop poking that girl. And you at the side, stop looking out of the window and pay attention. Now gamers, it's the Hotliners. Hands up those with any quessies. If you miss out, call ☎ 01703 652222. For N64 releases call the automated hotline on ☎ 0891 669945. Calls cost 50p per minute, please get permission from the bill payer.


RICHARD


GRAHAM


DONNA


JAMES


PAUL

RPGS

Q: Please help!! I'm desperate and nine years old! How do you get the Roc's feather and the Power Bracelet in Zelda: Links Awakening on the Gameboy? Mark Penman.

A: The Roc's feather is found inside the Tail Cave (south of the village). Go into the Mysterious Woods and find the toadstool. Take this to the Witch to get the magic powder and return to the Mysterious Woods. Use the powder on the raccoon and then go up one screen to obtain the Tail Key.



Q: In Zelda: A Link To The Past on the Super NES, when you take the lost blacksmith to the other blacksmith in the Dark World, there is a chest there which I can't open. The key is inside so how do I open it?
Phillip Carpenter, Isle Of Wight.

A: Take the treasure chest to the middle-aged man in the desert, he is a locksmith and will open it for you. Inside the chest is the fourth bottle.

BEAT-'EM-UPS

Q: Please can you give me some special moves for Mortal Kombat for the Super NES? Yagoub Osman, Harrow, London.

A: Yes we can, here goes.

MORTAL KOMBAT SPECIAL MOVES

KANO

ROLL SPIN
Hold R and do an anti-clockwise circle starting and ending with forward. Then release R
KNIFE THROW
Hold R, press back then forwards
FINISHING MOVE
Half-circle forwards, then B. Make sure you're close to your opponent

J CAGE

GREEN FIREBALL
Back, forward, B
SHADOW KICK
Back, forward, A
SPLIT PUNCH
B + R
FINISHING MOVE
Forward three times, Y, stand close

RAYDEN

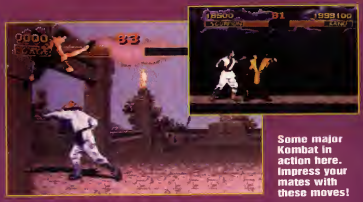
LIGHTNING BOLT
Down, forward, B
FLYING ATTACK
Back, back, forward
TELEPORT
Down, up (quickly)
FINISHING MOVE
Forward three times, back three times, Y

SUB ZERO

FREEZE
Down, forward, B
SLIDE
Back + B, A, R
FINISHING MOve
Forward, down, forward, Y

LIU KANG

FIREBALL
Forward, forward, Y
FLYING KICK
Forward, forward, X
FINISHING MOVE
Anti-clockwise circle beginning and ending with forward



Some major Kombat in action here. Impress your mates with these moves!

Q: Are there any cheats for Streetfighter II Turbo on the Super NES other than the one that gives you ten stars?
R Shaw Williams, Tengley.

A: Afraid not son.

All tips are checked by Nintendo

PLATFORMS

Q: Dear Hotliners, I can't get through the underwater jet stream in Jolly Roger Bay on Super Mario 64. Can you please help?
David Anderson, Dumfries.

A: You need the Green Cap to get this star. The entrance to the Metal Cap course is inside Course 6 – Hazy Maze cave. Once inside the course, go to the underground lake and ride the swimming beast to the door on the other side of the lake. Go through the door and jump into the pool of metal liquid to enter Green Cap country.

Q: Help! I need somebody's help! I have a problem with Mario 64, I cannot activate the Blue Vanish Cap switch. When I enter the Vanish Cap course I get to the first lifts, then see-saw, more lifts then I fall because I can't find the switch. Please help me or I'll throw my N64 out the window!
Yours Mariofully, Steven Gilpin, County Down.

A: No! Please don't do that! Do this! On the Vanish Cap course slide down to the bottom of the metal wall, then follow the path to the unstable wooden platform. Stand on the front of the board so that the other end rises up, then run up the platform and jump back onto the path. Continue forward to the rotating platforms and then carefully jump from platform to platform until you reach the end of the room. Don't ride a platform all the way up or it will flip over and cause Mario to fall. Once on the other side of the room, jump on to the Blue Exclamation switch to release the power of the Vanish Cap. To exit the course, you just have to jump down into the black pit.



SHOOT-'EM-UPS

Q: Dear Nintendo team, I'm writing to ask you if you can tell me any cheats for Oyster Harbour or Diamond Sands on Blast Corps. That or how best to get through them. Thanks. Samuel Bellaby, Derbyshire.

A: If you destroy the two blue fuel tanks near the end of the second set of buildings, the entire section will be destroyed. If you destroy them quickly, you can save yourself a lot of time! As for Oyster Harbour, this is a very difficult stage to complete first time around. First use the Ballista to clear a path for the Ram Dozer. Then use the Ram Dozer to clear a path to the Crane. Push a TNT crate on to the platform and destroy the long white building – try to get it on the centre to destroy it in one go. Now use the Ram Dozer to push the blocks into the holes. Next, line up all the barges so that they form bridges over the moats. Get the TNT crate to the left of the first barge and push it to the very edge of the danger zone. Use it on the last building.



Q: Could I please have some cheats for Super R-Type for the Super NES? Thanks. Mark Vassell, London.

A: Press Start to get the screen where Level Easy appears. Then press Select to access the game Options screen. While holding the R button press Up nine times. A tone shows the code has been entered correctly. Now press Start. At any time during play, press Start to pause the game. Then hold these buttons: R, A and Select, to produce a number in the corner of the screen – you can change it to a specific stage by pressing up or down. Press Start to unpause the game start the chosen stage. You can do this code as many times as you wish, as long as you keep continuing the game.

SPORTS

Q: Dear Hotliners, I am absolutely wrought with frustration as I have heard that there are secret characters in NBA Jam: Tournament Edition for the Super NES, but I can't get them! Please help me! Gary Scott, Glasgow.

A: As always, help is at hand. To enter any secret player code, begin by going to the game screen where you enter your initials. Enter the three letters marked in the initial column one at a time. You must also activate each initial by pushing the Start button and the button indicated under the code column. If N appears in the code column, this means to press the A, B, X, or Y buttons, but not Start.

Example: Frank Thomas SOX

Initials	Code
BNA	

In this case, you would enter S (first letter in SOX), then push Start and the B button (first letter in BNA). Then O (second letter in SOX), and A, B, X, or Y signified by the letter N (2nd letter of BNA, remembering that with N you don't press start at the same time as A, B, X, or Y, but you do with the other letters). Then finally X, then Start and the A button. After entering these initials, activated by their corresponding code, you will bring up your secret players, which include Bill Clinton, Prince Charles, and the members of the Beastie Boys and Heavy D, I Good luck!

Player	Initials	Code
Larry Bird	BRD	AYA
Carol Blazekowski	BLZ	YNY
Bulls' mascot	BNY	BNY
Hornets' mascot	HGO	NYA
Suns' mascot	GOR	NBB
Timberwolves' mascot	CRN	ABN
Moosekat	MPF	BYN
Neil Hill	NDH	ABA
Prince Charles	ROY	BAN
Randall Cunningham	PH	NAY
Heavy D	HV	ANB
MCA	MCA	BBN
Adrock	ADR	NYB
Mike D	MKD	YNY
Snake Palmer	GOF	AYB
Mark Turmell	MJT	ANA
Sal Divita	SAL	AYN
Tony Goskie	TWG	BNA
Jamie Rivett	RJR	NAY
John Carlton	JMC	YYB
Bill Clinton	CIC	ANB
Frank Thomas	SOX	BNA
Ky Moon	JAY	NAB
Facime	XYZ	BBA
Weasel	TAY	BAN
Chow Chow	AMX	NAY
Brutah	LGM	ABN
Kid Silk	KSK	NBY
Kabuki	DAN	NBA
Air Dog	AIR	YNB





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(01703) 652 222
Auto: 0891 669945

It was a hard and, sometimes, desperately fought race between First and second but, it seems, that Top Gear Rally is the First and foremost traditional car racer to obtain this Chrimbo. San Francisco Rush is certainly great to look at and has more tracks but, when it comes to sheer realism and more addiction than a gripping episode of Brooky, Top Gear Rally is head and shoulders above its competitors. I know. I've taken it apart!

MODES

Top Gear Rally features all the usual ways to play a racing game although none can be continued in another session without the use of a memory card.

TIME ATTACK



Straight race with no competitors, in the hope of saving a 'best time' onto your memory card that'll make your mates efforts look like Miss Uppity Green in her Skoda! After your first race, a ghost car will race with you to show you your previous best time.

ARCADE



One or two players. Choose a race and get it on! Usual Checkpoint rules apply: don't reach it in time (about two on each lap) and you'll be eating egg and beans all alone in the losers' lounge rather than sipping champagne and fondling girlies in the winners' suite.

Top Gear Rally

PRACTICE

Have a guess! Great for getting used to the tracks and, boy, they need getting used to! Here you can learn where to brake so you don't go flying into a moutainside after going over a bump too fast, or hone your judgement skills in taking bends – learning to know when just a wide turn will do or when sliding (and losing speed) is needed.



CHAMPIONSHIP

The big one. Out of your practice overalls and into the freshly cleaned bodysuit and sparkling new crash helmet. It's time to concentrate, the race is on! Here, the stages are divided into 'seasons', with the weather fitting the season you're in. That is, you ain't likely to find a sunny circuit in winter! Gain as high a place as possible in each race to be rewarded with enough points to qualify for the next season. Four seasons in a year, then the 'Expert' and 'Professional' series of circuits before the next year. Qualify in the last 'professional' stage and a new hidden car will be yours each year! Come first in every race in the last season and you'll be awarded with the eye-boggling 'Strip Mine' track.



PAINT SHOP

Customise your car with your own lettering colour and decals to get even more winners satisfaction as your personalised Porsche shoots up through the ranks leaving your competitors lagging behind and having to breathe wheel-spin dust and exhaust fumes from your unique metal monster.

GAMEPLAY TIPS

POWER SLIDING

A very important feature within Top Gear Rally. Like a real car, turn slightly and you'll not lose much speed doing a shallow turn but hold left or right and after half a second or so and you'll start sliding. Keep holding left or right and you'll skid into a sharp U-Turn, not particularly needed on any of these courses and it will wind you up considerably when the screen flashes 'wrong way' at you, and cars scream past you going the opposite (correct) way. The trick is to first hold left or right to get your slide going and then to feed it with frequent taps on the joystick according to how sharply you want to skid. Sharper skid turns can also be gained by laying off the accelerator while turning. This sounds easy on paper but when also confronted with bumps and varying degrees of turn it takes a lot of driving skill to perform each skid turn perfectly.

WHEN TO BRAKE AND WHEN TO STOP ACCELERATING

This skill in judgement really comes into its own on the Desert and Mountain tracks when you are faced with the agonising question: can I handle this bend or bump at full speed without going bonnet first into a barrier or should I risk a loss of maximum speed and have to accelerate up to it again, which might lose me the first place? No rock-solid advice can be given on this point, except to say that each bump or bend has to be tackled individually and remembered until you can whizz around making no mistakes. For an accomplished driver, it is a rare occurrence when you have to actually brake hard. This happens about once on each track.

RANKINGS

To make first place on a track, you will have to be at least 14th place by the end of the first lap, 8th by the second and with the same skill as the first two laps, you should make first by the end of the third lap.

WEATHER CONDITIONS

The current season of the year that you are in depends strongly on different driving tactics.

SUNNY/NIGHT

Perfect conditions, accelerate to your hearts content!

FOGGY

Still excellent driving conditions although much of the track ahead of you is obscured by grey mist.

RAIN

Time to be a bit more careful. Turns happen more sharply and it is far easier to skid too much and lose control.

SNOW

Maximum mist as well as snowflakes falling, obscuring your view considerably. Especially since what track you can see is blanketed with white. Very easy to slide so only feed your skid steering minimally, lest you do an involuntary U-Turn.

CARS

FIRST SEASON

LANCIA DELTA

Exactly the same top speed and handling capabilities as the Escort Cosworth but, because there are less gears (five), the acceleration is geared down to be faster.



FIRST SEASON

FORD ESCORT COSWORTH

Seems frustratingly slow after using the later cars but provides a solid, trustworthy car for the first season. Six-speed four-wheel drive means a slightly lower acceleration than the Lancia.



BEACH

The first and simplest of tracks. Long straights and, when the bends are sharp, any loss of judgement can be corrected on such corners' very wide road. Skill in handling high speeds is needed here. One jump towards the end of the lap that must be taken straight or you'll spin as soon as you hit the ground.



9. And, meeting tracks again, we are soon presented with a tunnel that signals a big jump.



11. Here we go!



12. Floor the gas, long straight coming up!



1. The first fork, opt for the right, quicker lane.



2. Heavy left turn next. Beginners slow down.



3. This arch means a major short-cut is on its way.



4. Go through this break in the fence.



5. Head up the hill and out the other gap.



6. Soon after the last short-cut, as soon as the cliff on the left stops, hook a sharp left for the next short-cut or go to number 8.



7. Keep the wall to your left when off-road and soon you'll see your exit.



8. Don't take the field short-cut and you are graced with this peaceful lighthouse shot.



10. Take the steep dip straight or you might spin at the bottom.

SECOND SEASON

TOYOTA CELICA

The maximum speed and acceleration rate improve dramatically as learners become intermediates. Front-mounted five-speed engine – make sure those bends don't send you swinging.



SECOND SEASON

ISUZU P

A higher maximum speed but lower acceleration than the Celica – the one to use if you're confident not to crash as much as an average beginner.



All tips are checked by Nintendo

JUNGLE

The sharp turns are the main feature here, where the knack for knowing when to skid and in what degree and when to just turn sharply is essential. One off-road section, where muddy puddles take the place of barriers, makes the road much harder to read, especially in harsher weather.



14. A nice gradual corkscrew bend follows... Then there is a straight run to the finish.



13. In snowy weather, however, the water turns to ice and you can shave corners to your heart's content.



1. After the first sharp left bend get ready for the first hidden short-cut.



6. You'll meet the track again at a sharp bend. Pay attention to the arrow, you may turn the wrong way and realise too late.



12. Keep an eye on the track surface. Easy to get confused and the side muddy puddles really slow you down.



5. Head straight along, though, and you go over a rickety rope bridge and a couple of bends.



11. Watch these fiery statues – they can stop you dead.



2. Hook a sharp right as soon as the trees and fence ends or go to number 5.



10. The eerie ruins in this tunnel mean the tricky dirt track is next.



3. There's a suspicious hole in the wall.



4. It's a short-cut cave!



7. And, to add insult to injury, there's an easy-to-hit island smack bang in the middle of the track. TURN!



8. A couple of turns later the grass meets the edge of the track. Head up it and keep the trees to the right.



9. And meet the road at this point. Stay as straight as possible or you might roll over.

THIRD SEASON

BMW M3

Moving onto the more beefy motors now as medium drivers become accomplished, the BMW M3 has the same engine set-up as the Supra – that is, front-engined six-speed rear-wheel drive but it seems to sit on the ground a little bit better than the Supra. Lower top-end but higher acceleration.



THIRD SEASON

TOYOTA SUPRA

A longer car than the BMW so doesn't handle sharp bends as well but, when hurtling along at full speed can make mincemeat out of its German equivalent.



DESERT

Probably the hardest track of all in terms of controlling your vehicle, this track is littered with narrow bends surrounded by sheer mountain faces which are very unforgiving to people that crash into them.



17. Last short-cut. Take the path that goes lower. It's just a nice speed building straight. The alternative has more speed-dropping bends.



16. Go too fast and you'll fly sideways through this arch.



2. Slow down after the first bridge, the track dips sharply.



3. And you CANNOT hit this tunnel sideways, you WILL crash.



15. Stay to the middle of the track in these tunnels. Don't overtake here – it can lead to disaster.



4. After the city, keep an eye out for this house. Hook a sharp right just before it for a cool short-cut or go to 7.



9. You may want to slow here to keep your wheels on the ground.



13. A nice straight bridge after this corkscrew, but you MUST slow down at its end.



14. Or you'll crash into the cliff wall.

Start Line



1. The usual long straight starts the track off.



7. A long-winded turn-fest is your alternative.



10. The balloons signify a very bumpy corkscrew turn coming up, learn where and when to slow down or...



5. This short-cut presents a very bumpy off-road track which can up your ranking by two places.



12. You'll bounce off the barriers!



8. Slow down a touch here.



6. You'll meet the main track again here. Go to 8.

FOURTH SEASON

FORD RS-200

Same top end as the Nissan but it gets there quicker. Also handles better so in the majority of cases, go for this instead of the Nissan.



FOURTH SEASON

NISSAN GTIR

Nothing like Nissan's flagship 'small car' the Nissan Micra, the GTIR has the same maximum speed as the Ford but fails a little on acceleration. A great pose to drive though!



All tips are checked by Nintendo

MOUNTAIN

Lovely scenery. Breathe that fresh air! The track is filled with very sharp turns and a perilous journey down the mountain but, thankfully, it's mainly Tarmac surface so exaggerated skidding is reduced.



4. Aim for maximum speed on this straight.



3. Sometimes it's better just to slam sideways into the wall rather than slow right down.



2. The first of many VERY sharp bends.



5. When you see this sign...



1. No point to this shot except the luverrrly scenery!



6. Go left on to the dirt track or go to 10.

Start Line

10. This slope is where you meet the main track again after the bumpy short-cut.





13. The bill posters mean you have just about reached the end of the lap.



7. It's a very bumpy way down, but worth it if you can do it.



8. Brake hard as soon as you go under this arch...



9. ... you don't want to lose control after all that!



11. Get ready for the track to dip sharply about now.



12. With sharp bends to boot.

FIFTH SEASON

PORSCHE

THE car to race. It out-performs the Beachball car and makes a mockery of the other hidden cars for acceleration and speed, but – this is a big but – the Porsche takes more skill to negotiate bends. End the game and gain the Strip Mine track with this.



HIDDEN CARS

MILK TRUCK

Gained after completing the first year. Definitely not like a conventional battery-powered milk float. This baby's engine packs a mean punch with an excellent top end, which can see you shoot past all competitors. Nice low handling too.



STRIP MINE

The hidden track, and by far the best looking. All skills acquired through constant racing are needed here, sharp bends to skid through, rough terrain and stunt jumps that can greatly increase your speed if taken properly.



18. The Tonka toy slap bang in the middle of the track shows the last short-cut.



19. Left through the car grave yard



20. Or right onto the home straight.



1. Treats for your eyes right from the off.



2. This sign shows the start of the most major short-cut in the game.



3. There is a choice of a sewer tunnel, which takes you to 8...



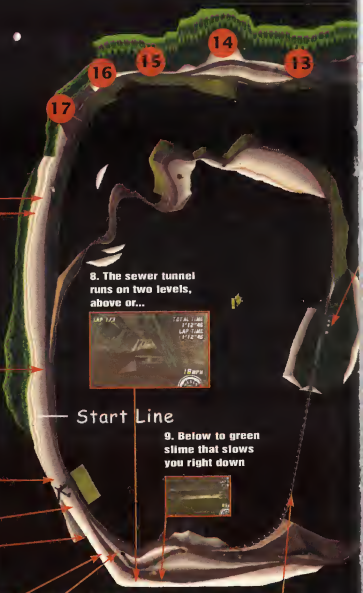
4. ... or a sharp bend to another turk to the left of the crane or...



5. ... go through another tunnel located to the right...



6. ... which leads to a much shorter, completely separate lap.



8. The sewer tunnel runs on two levels, above or...

9. Below to green slime that slows you right down

HIDDEN CARS

HELMET CAR

Despite its strange body, which looks like something out of a carnival float, this vehicle sits low and squarely on the ground making for excellent handling.



HIDDEN CARS

CUPRA CAR

Slides as only an ice cube can! Not too good in wet or snowy weather but excellent acceleration makes this certainly one to use as an alternative to the Porsche.



All tips are checked by Nintendo



7. A scene from the Blues Brothers comes to mind here.

12. You can max out on speed when you see the chimneys.

13. Hook a sharp detour tor a short-cut at the pavilion.

14. Not really faster but looks a treat.

15. You'll meet at this bend.

16. Pointless but pretty petrol station shot.

17. Pointless but pretty planes flying past shot!

11. Where flash gits can do some jump acrobatics.

10. The first two short-cuts meet at the docks.

CAR MODIFICATIONS

TRANSMISSION

Automatic or Manual. It's strongly advised to use automatic, where the gears only change upward when they are screaming and quickly change down to the correct gear when you accidentally slow through crashing into a barrier or sliding sideways too sharply. True, manual gearchanges may give you that extra speed, but an accomplished driver is still capable of winning year after year with automatic transmission.





SUSPENSION

Depends on the surface you're playing on. On a track with lots of bumps, such as the desert, use softer suspension that absorbs them and keeps your vehicle sitting on the ground as much as possible. Use hard suspension while on smooth tarmac, like the Beach or Mountain track, to increase the contact between your tyres and your road and gain a faster rate of acceleration. Beginners getting used to race conditions should use normal suspension until the extreme speed needed to qualify in later stages demands modifications.







TYRES

Grippy, normal or slippy. Use slippy when sideways sliding is needed, such as on the jungle or Mountain track, but use grippy when your car needs to keep contact with the driving surface as much as possible, like in the desert where sudden bumps in the road and on corners can make you lose control quite easily, or on the beach where its straights mean you can really max out on speed.







STEERING

Type 1 (wide turning angle and slower reaction) through to Type 3 where very minor adjustments cause quick turns. It is strongly advised to use Type 3 as quickly as possible after beginning as it is easier to get out of trouble. Beginners who find this option too sensitive and keep crashing into the side of the course and spinning out of control should use Type 2 and very soon after graduate to 3.



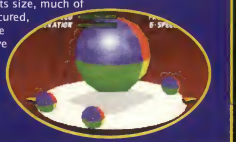




HIDDEN CARS

BEACHBALL CAR

Boing! Don't laugh and ignore it when you are granted this car. It accelerates faster than a lager lad who's had too many Vindaloos on his way to the toilet ! The 'behind the car' view, however, is not advised 'cos, with its size, much of the track becomes obscured, but switch to 'inside the car' view and you'll have a slightly higher viewing angle than with the other cars. Helpful when seeing sharp bends approach.



Extreme G

Player's guide Part 1

Certainly not for the faint hearted, Extreme G can be given a bouquet of posies and a sparkling plaque for the title of fastest computer game, ever! Just take a trip to your nearest mental asylum and ask all those poor quivering wrecks affected by motion sickness and see! Well, we've donned our anti-G suits and, with the help of Probe and Acclaim, taken the game apart. Read on only if you are well and truly addicted to speed...

MULTI-PLAYER MODE

HEAD TO HEAD

Normal versus racing mode.

FLAG GAME

Flags are placed in the course in places where the weapons normally should be. Pick up as many flags as possible and the winner is the one possessing the most. Shoot an opponent once to make him drop a flag.



More than just the normal 'versus' mode on the multi-play options.

BATTLE ARENA

Up to four players are placed in an arena littered with various weapon pick-ups. Each player needs to eliminate the opposition in order to be the last man standing – or riding.

All tips are checked by Nintendo

SINGLE PLAYER MODE

PRACTICE

Straight romp around the tracks with no opponents or weapons. Mainly designed for the player just starting who needs gradual exposure to inhuman speed and who'd like to see each track at their leisure.

TIME TRIALS

The usual check-point qualify mode. Pass the track's various stages within a certain time to continue and, if a record time is achieved, it can be recorded to a memory card so you can show-off to your mates later.

SHOOT-'EM-UP

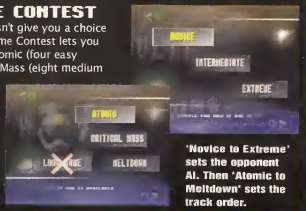
Straight racing as within Time Trials, but with the emphasis on using your weapons to blast competitors apart.



Shoot-'em-up mode in full swing.

EXTREME CONTEST

This mode doesn't give you a choice of tracks. Extreme Contest lets you choose from Atomic (four easy tracks), Critical Mass (eight medium tracks) or Melt Down (the full 12 and well 'ard). See the table below for the complete running order of each series of tracks.



'Novice to Extreme' sets the opponent AI. Then 'Atomic to Meltdown' sets the track order.

ATOMIC - EASY	CRITICAL MASS - MEDIUM	MELT DOWN - DIFFICULT
Desert 1	Desert 1	Desert 1
Desert 2▪	Desert 2	Desert 2
City 1	Desert 3▪	Desert 3▪
Mines 1▪	City 1	City 1
	City 2	City 2
	Mines 1▪	City 3▪
	Mines 2	Mines 1
	Space 1▪	Mines 2
		Mines 3▪
		Space 1
		Space 2
		Space 3▪

▪ Indicates a save point

GENERAL TIPS

EXTREME CONTEST

Finish in first place on the earlier tracks to give yourself the chance to qualify with lower positions on the later, harder tracks.

THE RIGHT BIKE

Choose the bike that's right for you. If you think you can handle the turns, choose a bike with a high top speed. As a novice, fast acceleration is strongly advised.

MINES

Sprinkle as many Mines as you can over the track while racing. Drop them in the racing line of the other bikes, like underneath a jump ramp or halfway into a tight bend.

REAR-FIRING MISSILES

Try to shoot your Rear-Firing Missiles as soon as you have them. This will take care of any bikes waiting to overtake you.

CATCH-UP

If you are lagging behind and feel like a failure, try to get some Homing Missiles or a Static Pulse. Use them to slow down the leaders giving you a better chance to race upward through the ranks.

ROCKETS

Do not use a Rocket when you are close to an opponent as the explosion will also decrease your speed. Instead, use your Fixed Weapon to slow your opponent.

FINAL LAPS

Don't waste your Nitros. If you are lagging behind use weapons to slow the other competitors. Try to save all your Nitros for the final lap when you can unleash them all and storm into first.

SPEED START

At the initial race countdown don't press the accelerator until after 'GO' appears on the screen for the best possible start.

SHIELD RECHARGE

Pick up all Shield recharge icons you see. When your shields are lower, power is transferred from your engine. Result: slow bike!

SPECIAL WEAPONS

Don't fire Special Weapons while turning or you will only end up damaging yourself.

SHORT CUTS

Learn the other optional routes. Sometimes they may be a little longer, but they are loaded with top weapons.

FIXED WEAPON

Blast your opponents as much as possible with your fixed weapon when you near the new lap stage as it will be recharged when you cross the line.

NITRO

Use your Nitro just before you go through the red Nitro curtains you find dotted about each track. You'll get twice the boost and will hit speeds which will turn your knuckles white!

SLIDE

Slide with caution when approaching a fast corner. See how far the bike will turn just using the stick before adding any slide/skid. This way you can judge your bends better and reduce the chance of those annoying smashes into the walls. Each bike is different so you'll need to learn the turning technique behind each one.

WEAPON WISDOM

Use your weapons wisely. For example, mines are best dropped near to the top of a ramp which precedes a pit. This will slow your opponent to a pathetic crawl up the ramp and cause them to fall to their doom as they topple over the edge.

MAYBE MORTARS

Try to stick to Missiles and Mines. Mortars can often do more damage than good. When using Mortars try to stay away from obstacles such as walls.

BRUCIE BONUS

Bonus points are awarded for unused Nitros so use them only if necessary. Remember, more points mean bigger prizes and less pressure in future races.



DESERT 1

The opening track to the game is by no means easy. It introduces you to the sharp turns that you must become accustomed to.



6: Ancient statues litter the background.



4: Take the left hand route. It's longer, but it takes you through two Nitro Curtains.



7: Careful – this section contains a leap over a bottomless pit.



5: Use one of your own Nitros before hitting the first curtain.



3: Get all the practice you can to take those sharp turns.



1: Just after the long tunnel there is a junction.





2: The track itself darts through ancient ruins and caves.

BIKE PERFORMANCE RATINGS

ACCELERATION
How quick it can get you off the mark and how quickly your bike can get you out of trouble.

TURNS
How well the bike can handle the twists and turns in the Extreme G tracks.

KHAN



ACCELERATION	
SPEED	
TURNS	
SHIELD	
FIXED WEAPON	EXCEL CANNON

When driven by an accomplished G-ster, Khan can out-manoeuvre any bike. It has amazing acceleration and strong shields. It is small of getting used to. When mastered this is one of the best bikes around.

SPEED
How fast the bike can go given the opportunity. The top speed it will reach on a road with minimum turns or obstacles.

SHIELD
How much damage the bike can take. Both from collisions with walls or riders. And don't forget the weapons too.

FIXED WEAPON:
The gun that comes with your cyber cycle. There are three varieties although the power of the weapon can depend on the bike it's on.

All tips are checked by Nintendo



DESERT 2

In places, the track becomes very narrow and you may even find your way through some sewage outlet pipes. A tricky course at the best of times.







2: Watch out for the largest dip you are ever likely to see!



3: After the long tunnel which follows the huge dip there is a fork in the track.



1: This course begins a few bumps.



4: The right route leads you to a Nitro Curtain which can put you miles ahead...



5: ... but the left route is shorter and safer.



PULSE CANNON
The weakest weapon. It fires just one round per second.



LASER CANNON
Fires four shots a second and does decent damage.



EXCEL CANNON
At a rate of eight rounds per second, this monster rocks.

RAZE



ACCELERATION	
SPEED	
TURNS	
SHIELD	
FIXED WEAPON	LASER CANNON

Raze has poor acceleration, but it more than makes up for it with an excellent top speed. However, it is a light bike so the handling suffers. Good weapons make it one of the better bikes. Raze is also good with sharp turns and curves.



DESERT 3

The race now moves onto a derelict scrapheap out in the desert heat. Are you ready to rock 'n' race around yet another craggy cyber circuit?



3: About halfway – just after the smoke-blowing pipes – the course splits into two. The right-hand route has more item pick-ups and is slightly quicker, but it's more dangerous as it includes a large leap over an imposing chasm.



2: Travel down the underground corkscrews. Which way is up?



4: Just after the corkscrew there is a jump ramp.



1: The rusting hulks of spaceships are along the edges of the track. This is the first of many corkscrews in a track which certainly isn't plain sailing.



5: Stay on the right after the corkscrew and hit the ramp at a slight angle and at high speed. Use it to jump the wall on the right.



6: After the ramp you'll land you on this new section of track.

RANA



ACCELERATION	
SPEED	
TURNS	
SHIELD	
FIXED WEAPON	PULSE CANNON

Rana reaches extremely high speeds but the low acceleration means it can be a bit of a slog. It turns well and has good shields – it is ideal if you like to out-manoeuvre opponents without firing weapons. Drive Rana well and you needn't fire a shot.

KHAN



ACCELERATION	
SPEED	
TURNS	
SHIELD	
FIXED WEAPON	EXCEL CANNON

When driven by an accomplished G-ster, Khan can out-manoeuvre any bike. It has amazing acceleration and strong shields. It is small and quick but has handling which needs a bit of getting used to. When mastered this is one of the best bikes around.

GRIMACE



ACCELERATION	
SPEED	
TURNS	
SHIELD	
FIXED WEAPON	LASER CANNON

Grimace is outstanding, with great speed. It can also take quite a pounding. It is a good bike for beginners but becomes a great bike in the hands of an expert. Its only fault is its Fixed Weapon. The Laser Cannon does less damage than normal Laser Cannons.

All tips are checked by Nintendo



MINE 1

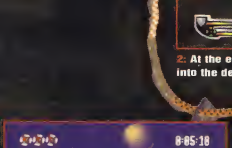
These are probably the hardest tracks. There are loads of straights but also many difficult bends. Use your nitros wisely and keep an eye open for items.



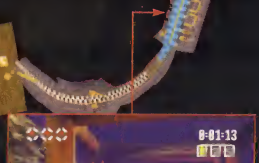
4: There are several chasms which need to be crossed and a corkscrew to be negotiated.



2: At the end of the straight, the course dives into the depths of the Earth.



3: Don't be distracted by the machinery in the background



1: This track begins with a long straight.

MOOGA



ACCELERATION	
SPEED	
TURNS	
SHIELD	
FIXED WEAPON	PULSE CANNON

Mooga is a heavy bike with excellent shields and good handling, but poor acceleration. The top speeds can be effective on long straights. Forget the track, Mooga is the ultimate machine for Arena battle modes. Not bad for racing if you are a good driver.

JOLT



ACCELERATION	
SPEED	
TURNS	
SHIELD	
FIXED WEAPON	EXCEL CANNON

Jolt is a lighter version of Mooga. It makes up for its lack of acceleration with its maximum speed. Its average handling combined with the top speed makes it a great bike. Its high powered weapon drains quickly, so it's essential to pick up items if you are to win.

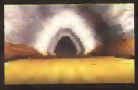
MAIM



ACCELERATION	
SPEED	
TURNS	
SHIELD	
FIXED WEAPON	LASER CANNON

Maim's high acceleration and average handling make it perfect for fighting. Its top speed is not the best, but has very good weapons. There is little reduction in speed on corners, but be careful not to get hit or you'll slow right down.

MINE 2



Travelling deeper and deeper now, you'll arrive at this landscape, which is the industrialised main section of the mine circuits.



1: As you begin to climb the steep path back up to the surface, watch the iron girders ahead of you.



2: A cavern filled with falling rocks awaits you.



4: Watch out for metal scaffolding in some of these tunnels. Hitting one could stop you dead in your tracks.





3: Just after you reach the blue-and-white path you will see a yellow-and-white ramp to the right. Drive up this onto another piece of road. It isn't much faster, but it has better items, including the coveted Wally Warp on laps one and three.

APPOLYON



ACCELERATION	
SPEED	
TURNS	
SHIELD	
FIXED WEAPON	PULSE CANNON

Appolyon possesses a good top speed and really quick acceleration. However, its performance, especially on corners, can be somewhat lacking in style. Its fixed weapon is very powerful – which makes it cool for any hit 'n' runners.

ROACH



ACCELERATION	
SPEED	
TURNS	
SHIELD	
FIXED WEAPON	EXCEL CANNON

There are two ways to get Roach. The sneaky way is with a password – see Win With Wario. The other, more manly way, is to finish all 12 tracks on Extreme Contest (Meltdown) mode. Roach is the ultimate killing machine. It's fast and powerful and can defeat all challengers.

NEON



ACCELERATION	
SPEED	
TURNS	
SHIELD	
FIXED WEAPON	LASER CANNON

To gain Neon you must finish Extreme G. You must beat all tracks in Extreme Contest (Meltdown) mode and Extreme difficulty. Neon is the best bike in the game – it makes the mighty Roach look like a child's toy. You will have to be a champion driver to ride it.



MINE 3

Of all the tracks in Extreme G, this is possibly the hardest and definitely the most frustrating of them all. Watch it, there's a distinct lack of barriers!



2: Lava surrounds you on all sides and the lack of crash barriers means that one mistake is fatal.



3: Caution is definitely advised. However, this can be one of the most enjoyable tracks in the game. For example, an expert won't fret if an opponent is trying to take them on the outside here. Instead they'll gently nudge their foe off the edge and to their fiery doom in the lava below.



1: This course has you darting through the crater of an active volcano.

NEXT MONTH

Next issue we'll make you the ultimate easy rider with tips on every other track, all the secrets and how to do the most damage with the best pick-ups. Only in the Official Nintendo Magazine!



CLASSIC CORNER



A good platformer never dies. Especially a wriggly slimy classic such as this. Double that last statement, especially considering that Earthworm Jim 3D for the N64 is due in the New Year. Here follows your most commonly asked questions regarding EJ. Time to stock up your wormeries and win!



STAGE SELECT

While playing the game, press Start to pause. Then press A, B, X and then A. Then: A + X, B + X, B + X and A + X. After about five seconds you will skip to the end of the stage. You can use this cheat repeatedly to get to the end of the game.

EXTRA CONTINUES

During play, press Start to pause. Then press, A, B, A, B, X, Y, X, Y. You won't notice anything has happened until you lose all of your lives. But once you are on the Continue screen, you'll see that you have an extra can of worms – a continue. Please note this cheat works only once on each stage.

MORE AMMUNITION

Press Start in the middle of a game to Pause. Then press A, B, then B + L, then B, X, A, X. X. Take pause off, fire one shot and you will have 1000 rounds of ammo. Again, this code can be used only once on each stage.

EIGHT PLASMA SHOTS

Pause the game while playing. Then press A, A, then B + L, then A, A, X, B + L, then X. Take Pause off, shoot the gun once and you will have the Plasma shots. This code can be used only once each stage.

EXTRA LIVES

Press Pause in the game. While paused press B, B, A, X + Y, A, A, A, A. This will gain you one extra life per stage.

SHINY CODE

This is a code that gives you four super option:

(1) Cheat mode – Never take a hit

(2) Start level – Stage select

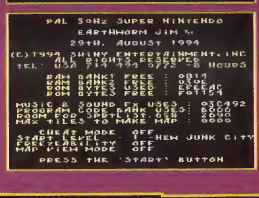
(3) Freezability – Pause the game without the screen going dark

(4) Map view – See the entire level before you begin



HOW YOU ACCESS...

Press pause in a game. Then simultaneously press the left directional and A. Hold them down and release them after about a second. Press B, X, A, A, B, X, A and Start. The Shiny Code can cause some small problems! It can leave players stuck in walls, or take them to a place they didn't want to go. Press the Reset button when this happens. Also, when you use the Map View mode, be sure that you're clear of walls and pits before you bring Jim on-screen.



All tips are checked by Nintendo





Q: How do you get past the section in Stage Two (after the third gate) where you must swing through a series of hooks?

A: Jump towards the first hook. Once you connect with the first hook and swing, use the Jim Whip again to catch the second hook. Once you connect with this second hook, hold Left to reach the ledge. Be sure to continue to hold Left at all times or you will fall short.





Major Mucus fights his way back into EJ!

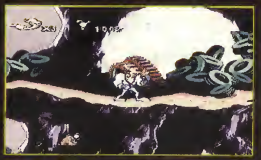
Q: How do I fight Major Mucus in Snot A Problem?

A: You must push Major Mucus into the rocks six or seven times before you sever his bungee cord once. Stay away from the rocks on either side of the screen. Bungee shove the Major into the rocks repeatedly to break his cord. When the major begins to spin rapidly, simply avoid him and wait till he stops. Then bungee shove him again. You must fight Major Mucus three times – three rounds – to clear the stage.



How to make your way to the Toilet Warp.

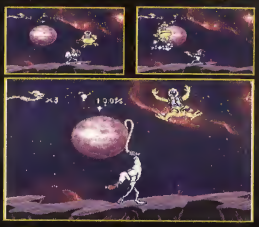






Q: How do I reach the Toilet Warp in Stage One?

A: Go to the right of the cow in the first stage. Jump up the large pile of tyres to the top. Now jump back to the left to find two platforms. From the top platform you can see a pulley. Ride it to the left and at the end the pulley will drop. Before this you must jump from the pulley and use the Jim Whip to grab the moose antlers to the left. Afterwards you will need to jump up onto the pulleys you find further to the left. Explore this area thoroughly until you find the Toilet Warp.



Q: How do I beat Psy-Crow at the very end of the Andy Asteroids stage?

A: Stay in the centre of the screen. When Psy-Crow comes onto the screen, shoot him with your Plasma pistol to stun him. Once he is stunned, hit him with the Jim Whip. Repeat this seven times until he flies off.



Q: How can I survive longer with the Mini-Sub in Stage Three Down The Tube?

A: There is a hidden Air Restorer. After you fill up at the first Air Restorer, go down all the way. As you go to the right, watch for the ground below you to angle up. You can go down through the rock wall to find a hidden air restorer if you search carefully.

I BEG YOU HOTLINERS!

If you're still stuck in the depths of a level. Don't fret. Just pick up the phone and let your fingers do the walking – dial The Hotliners on:

(01703) 652 222



HOW HIGH CAN YOU TRY?

Arooga Kongsters. It's challenge time again in the treehouse. Us chimps is so popular that they've had to give us more space. Maybe I need it with all the nuts I've been nibblin' and Christmas pud that's been chomped. More space means more challenges and more prizes! Don't delay, free up those finger muscles – your reputation as a legit gaming pro is in question. Gedd Widdit!

THE PREMIER LEAGUES!

You can still enter any of these league challenges to immortalise your name and mug in the mag but, with the exception of Diddy Kong Racing, prizes for these leagues have already been awarded. But don't worry, the next batch will be drawn soon.



DIDDY KONG RACING BEST TIMES

ANCIENT LAKE
Dean at Rare: 53.25 seconds

FOSSIL CANYON
Keith at Rare: 1 min 21.55 seconds

JUNGLE FALLS
Lee S at Rare: 54.13 seconds

HOT TOP VOLCANO
Nintendo Of America: 1 min 21.18 seconds

WHALE BAY
Nintendo Of America: 1 min 2.56 seconds

PIRATE LAGOON
Nintendo Of America: 1 min 12.58 seconds

CRESCENT ISLAND
Dean at Rare: 1 min 25.01 seconds

TREASURE CAVES
Nintendo Of America: 54.75 seconds

EVERFROST PEAKS
Nintendo Of America: 1 min 35.36 seconds

WALRUS COVE
Nintendo Of America: 1 min 50.8 seconds

SNOWBALL VALLEY
Lee M at Rare: 57.1 seconds

FROSTY VILLAGE
Nintendo Of America: 1 min 29.01 seconds

BOULDER CANYON
Lee S at Rare: 1 min 49.11 seconds

GREENWOOD VILLAGE
Dean at Rare: 1 min 26.66 seconds

WINDMILL PLAINS
Nintendo Of America: 2 min 0.1 seconds

HAUNTED WOODS
Johnni at Rare: 57.25 seconds



Krunch the Crocodile pushes for first place on the Boss level.



You'll have to really rocket if you want to top the league.



Win with the average Conker and you MUST be good.

CHALLENGE

GOLDENEYE 007
NINTENDO 64

Time to hone your sniper skills. Go to the first Surface level – it doesn't matter what skill level you choose – and then complete the mission, aiming to get as many head hits as possible. Send us a photograph of your end-of-level statistics and your mug.



CHALLENGE

MACE: THE DARK AGE
NINTENDO 64

Play as Pojo in one-player mode (cheat to get character in Win With Wario) and get as many points as poss. You get more points for Executions, Perfects and quick knock-outs. Send us your final score. Use the Unlimited Lives cheat at your leisure.



CHALLENGE

DIDDY KONG RACING
NINTENDO 64

We're hedging our bets that, if you have just got this game, you are a happy bunny indeed! Or even a happy squirrel, elephant or toad! Here we go then. Best time, on any track using a car, doesn't matter which character. Check out the mega league table below for the best Rare and Nintendo times that you need to beat.



All tips are checked by Nintendo

HOW HIGH CAN YOU TRY

MARIO 64

As many coins as possible.

Bruce Dean, Cumbria	3825 Coins
Lee Lewis, Plymouth	3625 Coins
James Adams, Lancashire	2090 Coins
Tony Moraes, North Y	2090 Coins
Iain Gray, Renfrewshire	2090 Coins
Micah Udoh, Birmingham	2086 Coins
Shoito Gilbertson	2077 Coins
Christian Richardson, NW London	2071 Coins
Adrian Brace	2075 Coins
Robert Dill, Wigtownshire	2059 coins
B Brock, SE London	2048 coins



LYLAT WARS

Get to Area six by shooting all eight switches on Macbeth. Then get as high high a kill quota as possible.

Stuart Richards, Surrey	471 hits
Anthony Le, Birmingham	461 hits
Mark Joseph, London	431 hits
Matt Nangngam, Kent	426 hits
Michael Keens, London	416 hits
Tywi Roberts, Newport	411 hits
Iain Gray, Renfrewshire	380 hits
James Adams, Lancashire	380 hits
Mark Farry, London	375 hits
Owen Watson, Hartlepool	375 hits





BLAST CORPS

Fastest time on Oyster Harbour

Tony Moraes, North Yorks	1 min 14.7 seconds
Robert Dill, Wigtownshire	1 min 18 seconds
Chris Hughes, Kent	2 mins 53.5 seconds
Iain Gray, Renfrewshire	3 mins 21.4 seconds
Kim Hardy, Milton Keynes	3 mins 50.6 seconds

WINNERS' PODIUM

IMMORTALISE YOUR SKILLZ

In order to qualify we need proof. This can take the form of either a photo or video cassette. If it's a photo, final image quality will be improved if you are in a darkened room and take the picture without a flash. If you have a camera where the flash cannot be disabled, then try taking your pic pointing the camera at an angle to the telly.

SEND UZ A MUGSHOT TOO!

Per-lease ensure to send us a photo of your-self so the whole world know who you are!

NINTENDO TOWERS WANTS YOU...

Especially if your entries are up to scratch. Who knows, this might lead to great things! Send the results of your hard work to:

How High Can You Try, Gamesters Arena Of Triumph, Nintendo Magazine
Emap Images, 37–39 Millharbour
Isle Of Dogs, London E14 9TZ
Make sure your entries arrive by Friday 21st January, 1998.

WIN! WIN! WIN!

If you're lucky enough to top one of our challenges, then you'll WIN a FREE N64 coloured controller from our mates at Nintendo worth just under £30. Come 'n' have a go if you think you're hard enough...



CHALLENGE 1

TOP GEAR RALLY NINTENDO64

Engine ticking along nicely? Tuned your tappets? Bored out your carb? Or bored out ya head? Then slam a copy of Top Gear Rally in the system and get the Strip Mine track. Weather conditions aren't important, but obviously you'll do best on the sunny circuits. Send us your times per-lease.



CHALLENGE 2

F-ZERO NINTENDO64

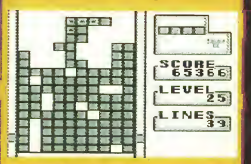
Our Dave is a happy chappie after playing F-Zero-X at the Space World show in Japan. But, for now, get your F-Zero cart and give it a go. The Deathwind II track always did our heads in with its crosswinds and zig-zag bends. Time for it to do your bonce in too! Once again, your snaps per-lease.



CHALLENGE 3

TETRIS PLUS NINTENDO64

The blocks! They won't stop falling! If you've beaten Tetris Plus and can slot blocks into place as fast as they fall, try this challenge. Go to level 20 and get the highest score you can. Send us a photo of your Game Over screen with the score, and you might top the Tetris league next ish!



All tips are checked by Nintendo

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4 player game

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4 player game

With 18 detailed missions, 4 player mode and enough guns and gadgets to keep even 'Q' happy, this game will leave you shaken and undoubtedly stirred.

Rumble Pak compatible.

Available on 7th November.

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With all the teams, drivers and tracks from the 1996/7 Formula 1 World Championship, life-like damage levels, pit stops, variable weather and race and car settings, this is one of the most realistic F1 racing games ever.

Available now.

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The two American Football giants are about to go head-to-head yet again, with Acclaim and EA releasing their Gridiron titles in the coming month. This time, it's NFL Quarterback Club which engineers the opening drive. Game on...

If, like FIFA Soccer, a game sells purely on the back of receiving official licences, Acclaim's NFL Quarterback Club should fly off the shelves. The NFL has permitted only QBC the official rights to the game, which automatically gives it the upper hand, with Madden's having to opt for town names only. Thankfully, the licence complements what is already a very good game. If you don't believe me: check out the following review...

NFL QUARTERBACK CLUB '98

A QUICK REMINDER

Those of you who read the preview in issue #61 will no doubt understand all the intricate rules of American Football. Newcomers may still be in the dark, so here's a quick recap. At any one time, a team has 11 players on the field. If you're in possession of the ball you'll control the Offense, and if the opposition has it you'll take charge of the Defence. If you're preparing to kick the ball, whether it be a Kick-off, Punt or Field Goal, you'll use the Special Teams. Got that? Good. On with the game.









Simulation mode allows you to take part in infamous games from the past and change the outcome.



The Cowboys kicker sends the ball downfield. The returner will run the ball back up the field.



By pressing the Z-trigger twice, the receivers are revealed. Both A and B are wide open.



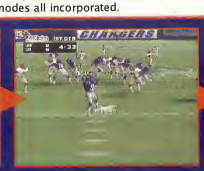
If the measurement is tight, the chain-crew appear to check the yardage. Another First Down!

GET IN THE GAME

There are four gameplay options including the now infamous Simulation mode which allows you to join a game which is already in progress. The majority of situations are taken from real-match scenarios, although there are a few which pit you against the best players from each conference. Each simulation begins with your team trailing, with little time remaining on the clock. The other options are very predictable with Exhibition, Season and Playoff modes all incorporated.



The Quarterback takes the snap and drops back into the pocket.



The Buffalo defence breaks through the line as the QB throws.

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BY: ACCLAIM

PRICE: £59.99

TELEPHONE: 0171 344 5000

RELEASE: JANUARY

GAME TYPE:	SPORTS SIM	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-4 PLAYERS	BATTERY BACK-UP:	YES
MULTIPLAYER MODES:	4 PLAYER MATCH	MEMORY PAK:	SAVE PROGRESS



The QB throws the ball before taking a hit from the safety.



The receiver covers the ball to prevent it coming loose.



The Running Back hits the hole made by the Centre and Guard.



Pass interference! Expect a flag to be thrown any moment.

I LIKE TO MOVE IT, MOVE IT...

The job of the Offense is to move the ball downfield and try to carry it into the Endzone, which is worth six points. The ball is moved in a series of plays known as Downs. Each team has four attempts to gain 10 yards. If successful, another four downs are allocated to the team in possession. If they fail, the ball is turned over to the opposition, who follow the same formula. The ball can be moved in one of two ways...

PASS PLAYS

More exciting of the two, but can prove risky if used too often. Most of the time, the Quarterback throws the ball. Each Receiver runs a predetermined pass pattern and tries to get away from the defender who is covering him. Find the open player and get the ball in his hands as quickly as possible.



The QB must think fast or he's sacked.



Jeff George throws the ball downfield.



The Cornerback tries for the interception.



Thankfully, Howard makes a great catch.

RUN PLAYS

On average, run plays make fewer yards but a solid ground attack is essential if you're going to win consistently over the course of a season. After the snap, the Quarterback automatically hands off to the Running Back. It's your job to avoid as many tackles as possible and move the ball up the field.



The ball is snapped. The QB drops back.



He takes the hand-off to the Half-Back.



The Fall-Back takes the ball and turns upfield.



He breaks clear and into open play.

TIME TO TAKE CONTROL

By entering Manage Rosters, you're able to take control of any NFL team and make several changes. The most common option is Trade players, which allows you to swap players you no longer need and recruit new ones. You can also create players and sign them as Free Agents, or put together a brand new team. Another choice is the NFL Draft which allows you to take turns with the other 29 teams in choosing players, although you must keep inside the $41 million salary cap. Reach this figure, and you can't sign any more squad members.



You can sign 49ers QB, Steve Young for a mere $3.79 million...



... or even put little old you on the side.

AS GOOD AS IT GETS

Without doubt, the graphics are some of the most lifelike ever seen on any games console. The reason for the stunning look is that for the first time ever, high-resolution 640 x 480 graphics have been used. Although this might not mean much to the average games enthusiast, these are four times more detailed than any other Nintendo 64 game. And, by using motion-capture technology (courtesy of New York Jets' running back, Adrian Murrell), the gameplay more than complements the title's appearance.



The hi-res graphics are incredibly realistic.



The Vikings Running Back receives the ball.



The Giants defence stuffs this play for a loss.



The ball's on its way. But where is the hell is the Wide Receiver?



X marks the spot. The receiver sprints towards the ball.



The Linebacker prepares to make the tackle as the ball is caught.



He misses! It's a clear run to the Endzone and another six points.



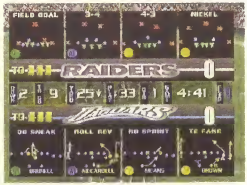
Each team is ranked in five categories and given an overall rating.



The action replay allows you to get as close to the action as you wish.



In fact, you can get so close, you can almost feel the body-blow.



The N64 version has unlcluded a whole range of plays not featured in earlier editions.

YOU'RE UNBELIEVABLE

The review wouldn't be complete without mentioning the overall presentation. Although the gameplay isn't quite as good as Madden (don't get me wrong, it's excellent), the rest of the game oozes class. From Marv Albert's play-by-play commentary, to the Quarterback pump faking a pass to confuse the opposition, to action replays from any angle you desire, this is one of the classiest titles ever. Oh, and Acclaim is even giving away a free guide explaining the rules of American Football, so there's no excuse for you not to buy it.



The Broncos Quarterback receives good pass protection.



Although John Elway gets the ball off in the nick of time.



By tapping the pass button, the QB throws a looping pass.

WHATEVER YOU WANT...

Although the default camera angle is identical to the Super NES' edition, there are now a further five viewpoints to choose from. Once an angle has been selected, it can be altered at any point in the game.

ACTION CAM

The default setting, and, overall, the best on offer. This gives you an ideal view of the opponents' formation, and a perfect angle of the full field.



CREATE-A-CAM

You're able to play from anywhere on the field. You can get as near to the action, or as far away as you desire. If you zoom in too close, you can't see all your players.



COWIE CAM

Cowie Cam randomly choose one of the angles. Unfortunately, it also changes without warning which means you must shift the 3D stick or run in the wrong direction.



QBC CAM

Players who wish to pass the ball should opt for this angle. The camera has moved back and up, giving a superb view of your receivers. Easy to find the open man.



BLIMP CAM

You're so high up that the players are incredibly small. Although this highlights where the opposition is weak, the game lacks excitement from this viewpoint.



SIDELINE CAM

Run plays are virtually impossible to execute, especially when moving away from the camera. But this mode is perfect for a passing game.





McCaffrey looks odds-on to make the catch.



The ball is caught, as the Chiefs' Cornerback appears.



McCaffrey looks for an opening as the defenders arrive.



Although this looks confusing, it's easy. The pass plays are yellow and the run are blue. On run plays, the QB always hands off to the Running Back.



NFL Quarterback Club '98 allows you to rotate the action through 180°, so you can watch the offence come towards the screen.



The receiver pays the price for running across the middle of the field. I bet he'll have a headache in the morning after making this catch.

THE BRETT PACK

To extend the NFL licences further, Acclaim has signed Green Bay Packers Superbowl winning Quarterback, Brett Farve, to endorse the game. Instead of being just a figurehead, Farve put his gaming knowledge to good use by designing the majority of the playbook. The playbook covers several key formations, ranging from Single Back to Four Receivers, and each contains a good selection of run and pass plays.



Brett Farve was responsible for for the playbook. Here we see him in action.



The game is all square as Brett launches another ball downfield. It's only a matter of time before he finds the Endzone.

COMMENT

Being a huge fan of American Football, this was one of the games I was itching to get my hands on. Thankfully, Acclaim has done a great job. The graphics are cool and, once again, you can instantly see the huge step-up in quality to the 64-bit machine. The gameplay isn't quite so noticeable. In fact, it plays very much like the 16-bit edition, although that still makes for a highly enjoyable game. Okay, so Madden Football 64 has a slight edge in gameplay, but the reason for the higher mark is the entire package. The overall quality is excellent and the playability is awesome. Need I say more?

SHAUN WHITE

BREAKDOWN

	1	2	3	4	5
STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					

INTEREST

	1	2	3	4	5
HOUR					
DAY					
WEEK					
MONTH					
YEAR					

GRAPHICS 93

Once again, the N64 lives up to expectations. Far superior to anything we've seen, or are likely to see, on the Saturn and PlayStation.

SOUND 88

Using Marv Albert to do the commentary enhances the realism. Some of the tackling effects sound incredibly painful. Ouch!

PLAYABILITY 89

Fans of the 16-bit edition should feel right at home. Developing a consistent passing game takes some time to master properly.

LASTABILITY 91

Single players will become hooked during Season and Playoff modes. Including your mates in a game just makes for lots of laughs.

OVERALL

The game appeals to more than just fans of American Football. Excellent presentation and cool gameplay. Buy it and enjoy!

91%

The most popular American Football game ever is coming to the N64 in time for Christmas. Has it still got the competitive edge to win the Superbowl? All will be revealed...

Despite the obvious lack of followers in the UK, John Madden Football has always sold incredibly well. One of the main reasons is that the gameplay has always been realistic. Even going back to the days of the Mega Drive, it still managed to capture the sporting audience. Now, some seven years later, the N64 edition is here. By rights, this should be the best of the lot, so let's go straight to the action and find out...

Madden Football 64

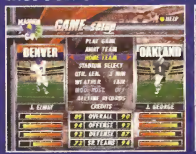




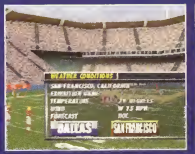




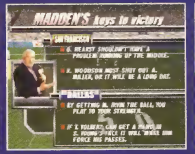
MISSING IN ACTION



For the first time ever on Nintendo, the game has failed to receive the NFL licence. This



means that the official teams, uniforms and logos cannot be used. Instead, the developers



have opted for town names and EA logos. The team kits are similar, but not identical to the

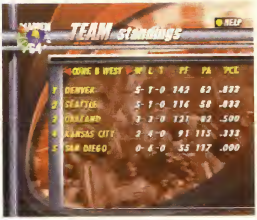


real thing. EA has managed to get the NFLPA rights which allow all players from the league to appear.

TAKE TO THE FIELD

As with NFL Quarterback Club '98, there are several gameplay options catering for all types of supporter. For newcomers, Exhibition mode is perfect as it allows a one-off game with nothing at stake. For ardent supporters, Season mode is the one to choose. Select a team and progress through 16 regular season matches. Each divisional winner and the three teams with the next best records qualify for the Playoffs. If you want to go straight to the knockout stage, Playoff mode is also on offer.





RIGHT After 16 matches, the top teams from each division progress to the playoffs.



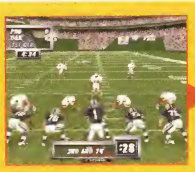
BY: ELECTRONIC ARTS

PRICE: £59.99

TELEPHONE: 01753 549 442

RELEASE: 1997 22nd December 1997

GAME TYPE:	SPORTS SIM	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-4 PLAYERS	BATTERY BACK-UP:	YES
MULTI-PLAYER MODES:	4-PLAYER MATCH	MEMORY PAK:	SAVE SEASON





THE MEN TO WATCH

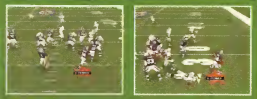
Okay, so you're about to take to the field. Let's look at the key positions and their roles in the game.

OFFENCE



QUARTERBACK

The general of the Offence. The Quarterback is responsible for handing the ball to the Running Back, or passing to a Receiver.



RUNNING BACK

The Running Back has one of the busiest jobs. His main priority is to run the ball. He's also used as a Secondary Receiver, and he must block on most occasions.



WIDE RECEIVER

Usually the smallest and fastest in the team. Although blocking is required, his main job is to get open on pass plays and catch the ball.

DEFENCE



LINEBACKERS

Linebackers need agility and power. It's their job to stuff a run play by filling the holes made by the offense, and to help cover receivers.

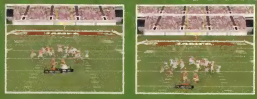


CORNERBACK/SAFETY

Although they offer assistance in tackling when the carrier makes a few yards, their priority is to keep close to the Wide Receivers and stop them making the big plays.

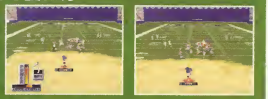


SPECIAL TEAMS



KICKER

He's responsible for kicking off, PATs (Point After Touchdown) and Field Goals. Use on 4th down when inside the opponents' 35-yard line.

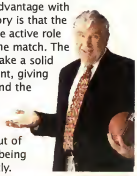


PUNTER

The weakest player. He's used on 4th down when not in Field Goal range. Try to kick the ball inside the opponents' 20-yard line.

MAKE THAT HOLE

The most notable advantage with the increased memory is that the blockers play a more active role in the outcome of the match. The linemen can now make a solid block on an opponent, giving you time to run round the outside. This allows the Quarterback freedom to make the pass, and run out of the pocket without being closed down instantly.





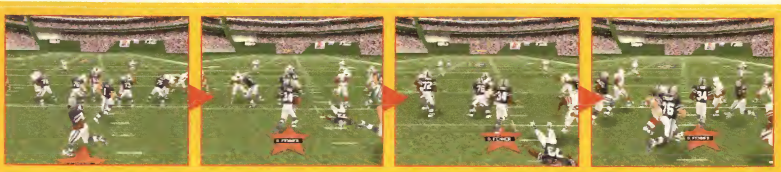
The blocking by the offensive line is so solid, it's now much easier to run the ball.



Emmitt Smith follows his blockers and runs towards another First Down.



To avoid tackles, the ball carrier can dive, hurdle, spin, stiff arm and sprint.

















THE LEADER OF THE PACK





The main member on Offence is the Quarterback. It's his job to choose the perfect play and execute it by handing off to a Running Back or passing downfield to a Receiver. For a run play, you take control of the Back who automatically receives the ball. Throwing can be tricky as you must read the coverage and decide whether to throw a touch pass (a high-arcing pass which should hit the receiver in-stride), or a bullet pass.







Once the ball is thrown, a circle appears on the field showing where the ball will land. Take control of the receiver to make the catch.

STUCK IN THE MIDDLE WITH YOU

Similar to Acclaim's NFL Quarterback Club '98, Madden Football has included various camera angles. The majority are viewed from behind the Quarterback, although the game can be played from a useful 45° angle or the sideline. The most inventive camera angle is the new Helmet Cam. This allows you to view all the game action through a camera mounted on the player's helmet. Although it's not the easiest to use, as you can't see all that's going on, it shows the superiority of the N64, and is a laugh for the occasional one-off game.



Miami Dolphins' QB, Dan Marino, drops into the pocket and waits for his receivers to get open.



Davis enters a foot-race with two Linebackers. If he breaks the tackle, it's a free run to the Endzone.







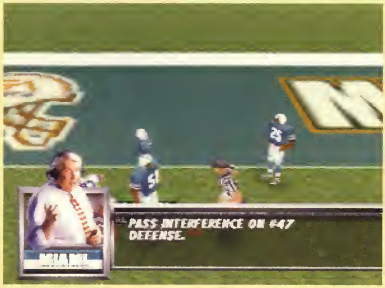
THE NECESSARY ADJUSTMENTS







Newcomers may find that the Penalty settings are gauged too high, and become frustrated with the number of flags thrown during the match. Although the option screen allows for injuries, fatigue and blitz mode (speed) to be adjusted, the in-game rules always apply. It is possible to set the Penalty level to be less sensitive. This means there'll be fewer stoppages, which should make it easier for rookie players.



If you make a hit before the ball arrives, there's every chance the referee will throw a flag. Pass Interference carries an automatic First Down.



It's worthwhile checking the penalty as sometimes you may find it beneficial to refuse it and take the yardage from the actual play.

TAKING A BREAK

At any point during a match you can pause and view the game stats and, if necessary, make some changes to your starting line-ups. The Substitution option allows you to scroll through all 11 players and replace them with the next best sitting on the bench. It's very rare that you'd need to make a change, although it doesn't hurt to give the back-up Quarterback a run-out if the game is either won or lost. Just remember, these reserve players are on the sidelines for a good reason, so don't expect any miracles.







COMMENT With QBC receiving so much positive coverage, Madden Football 64 needed to come up with something special. Good news, sports fans: it certainly doesn't disappoint. Its biggest asset is the gameplay which is, quite simply, awesome. It's incredibly smooth, and the blocking is so solid it's even possible to develop a good running game. One disappointment is the lack of an NFL endorsement. Although this doesn't detract from the actual game itself, it takes the gloss off what's an excellent title. Fans of old Madden games will be more than pleased with this edition. Newcomers have a tough choice between EA and Acclaim, but at least you know you can't go wrong with either game. Result!

SHAUN WHITE

BREAKDOWN	1	2	3	4	5
STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					

INTEREST	1	2	3	4	5
HOUR					
DAY					
WEEK					
MONTH					
YEAR					

GRAPHICS 88

Not nearly as realistic as Quarterback Club, but the graphics are good in their own right. Very little attention has been paid to set-up screens.

SOUND 86

Although John Madden always sounds like he's commentating on a real match, the other effects remind you of the killings in Duke Nukem!

PLAYABILITY 91

Fans of the original will be delighted with the control in Madden 64. Madden has always excelled in gameplay – it surpasses itself now.

LASTABILITY 91

Again, completing a Season is thoroughly enjoyable, but time consuming. Playing against a mate is always fantastic fun.

OVERALL

Although Madden's isn't as graphically slick as QBC, the gameplay is excellent and shouldn't be ignored. The ball's in your court...

89%



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DONKEY KONG LAND III

Cel-e-brate good times, come on! You'd better dust off that ol' GameBoy and get the hats and streamers out folks 'cos it's time to party! One of the greatest ever platform games, Donkey Kong Land, is back with a bang in yet another awesome-looking platform title for the GameBoy...

OFFICIAL UK Nintendo MAGAZINE Essential Buy!

The Kongs are Koming! In yet another comeback that would make Darren Anderton a happy chappy, those banana-chomping apes have burst from the jungle in Rare's third enthralling episode of the hugely successful Donkey Kong Land series. This time, the mighty Kong's kids, Dixie Kong and Kiddie Kong, are on a mission to find the ancient wonders of the Lost World – but this time there are no Mr Spielbergs or dinosaurs in sight! Your job is to battle across the sprawling levels with the help of a few buddies and find the missing world before somebody nicks all the glory. The burning question is, are you King Kong enough?



With 36 levels to try and conquer, Donkey Kong Land 3 is one long game. You'd better start saving money for those batteries!

MONKEY TROUBLE!

WIN!WIN!

Fancy winning a yellow pocket GameBoy and a copy of DKL3? Of course you do! We've got five machines and five copies of DKL3 to give away. To enter, all you gotta do is answer the following quessie:

What's the name of Diddy's sister?
(1) Duncan Kong
(2) Dixie Dong
(3) Dorothy Kong

Now send your answers to:
Gimme Fresh Nanas
at our usual address.





BY: NINTENDO

PRICE: £24.99

TELEPHONE: 01703 653377

RELEASE: NOVEMBER

GAME TYPE:	PLATFORM	**CART SIZE:**	4 MEG
NO. OF PLAYERS:	1 PLAYER	**BATTERY BACK-UP:**	YES
MULTI-PLAYER MODES:	NONE	**MEMORY PAK:**	N/A



On each level, you'll find a Kremcoin tucked away somewhere. The coins will open up various hidden levels and surprises! Huzzah!

I LOVE TO GO A WANDERING

Following in the footsteps of crusty old Donkey Kong and the new kart king Diddy, Dixie and Kiddy have packed their rucksacks with banana sarnies and headed off into the perilous unknown. As with previous DKL encounters this game has packed as much as it can into the GameBoy's small memory. There's a massive 36 levels to go a huntin' over, all packed with annoying nasties to kick into next week as you try to reach your ultimate goal!



On some of the stages you'll have to put your cozzie on and go for a dip in the water. Watch out for those nasties or you'll be history.

A BARREL OF LAUGHS

Fans of previous DKL games will know there's a whole heap of extras just waiting for you to bust open in different barrels. So let's roll 'em out and find what special prizes are hidden inside...

DK BARREL

Find one of these and, depending on who you are playing with, you'll be able to take Dixie or Kiddy along for the ride and swap between them when necessary.



BANANA BUNCH COINS

Watch out for these coins as you'll be able to pop down to the local shop and use them in exchange for some handy advice on other hidden moolah that's dotted around the various levels.



KREMCOINS

Slightly harder to find than the banana bunch coins, these can be found by knocking a little chap off his perch with a barrel. Get a load of these and you'll open up DKL3's bonus stages.



KONG LETTERS

For all those of you who aren't too hot when it comes to spelling tests, 'K', 'O', 'N', 'G' spells KONG. By finding the letter tokens on each level you'll get an extra heart which will come in real handy when the heavy mob arrives.



IT RUNS IN THE FAMILY

Dixie and Kiddy may look like your ordinary jungle monkeys but if you take a closer look there's a big difference between the two...

DIXIE

She may not have much in the muscle department but Dixie's a quick little blighter. She's also got a higher jump than Kiddy, which is great when trying to get those big bonuses on those hard-to-reach platforms.

KIDDY

What he lacks in pace, he makes up in strength. He's the main man for whopping beasts. He's got a great rolling attack too. But here the fun stops – he's slower than an arthritic snail with heavy shopping.





CREATURE COMFORTS

If you go down to the woods today you're in for a big surprise! This time though there aren't any teddies to knock the stuffing out of, but some nice animal pals to help you in your pursuit of those hidden bonuses and end-of-level bosses. Hidden throughout the levels are Enguarde the swordfish, Squawks the parrot, Squitter the spider, Ellie the elephant, and Parry the parallel bird. Each has their own form of attack. For instance, Enguarde's nose attack will help you see off those underwater vermin and Squitter's webs will let you trap any enemies under your sticky spell.

Ah! Isn't he lovely! Yes, cutesy is the word in DKL 3 as members of the gang come out to play to help Dixie and Kiddy reach their goal.



COMMENT After what has been a deluge of N64 games over the past few months, here's something that will please all you GameBoy fanatics out there. DKL 3 is just what you game-starved players have been waiting for and Rare has done wonders with the GameBoy's limited memory size. There's enough platform action here to keep you glued to the small screen for ages and you'll be tearing your hair out in frustration as you try and find all the hidden bonuses and coins. With 36 levels to conquer, this is by no means a walkover. All the elements of DKL are here which just goes to show that you shouldn't mess with a good thing. This GameBoy title is just what we've been waiting for. You'll be hard pushed to find anything better this year.

TIM STREET

BREAKDOWN

	1	2	3	4	5
STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					

INTEREST

	1	2	3	4	5
HOUR					
DAY					
WEEK					
MONTH					
YEAR					

GRAPHICS 90

For the limitations of the GameBoy, these graphics are really smart. The screen doesn't get cluttered so you'll be in for a real treat.

SOUND 88

Plug in those earphones and give your ears something tasty to feast on. Some cool quirky tunes give this game a real buzz.

PLAYABILITY 92

Once you pick up the knack of playing this, you won't wanna to stop. This carries on DKLs recognition for great platforming action.

LASTABILITY 90

It may look really cute but you're probably gonna have many sleepless nights just trying to complete all of its 36 levels.

OVERALL

DKL 3 combines the perfect ingredients for a great game – action, lastability and great characters. If you have a GameBoy, get this game.

92%

GAME BOY GALLERY 2



In the days when kids used to strut their stuff to Adam Ant, the machine to be seen with was Nintendo's Game & Watch. Relive those golden moments with Game Boy Gallery 2...

Official UK Nintendo Magazine Essential Buy!

Those were the days. Jumpers for goalposts, Liverpool winning everything in sight and Noel Edmonds on the telly. Well maybe not. Everybody, it seemed, had a Game & Watch with their fantastic liquid crystal displays and gameplay that could rival today's games. Well now the games of yesteryear have arrived in the sequel to Game Boy Gallery. Yes the grandads of computer games, Parachute, Vermin, Chef, Helmet and Donkey Kong have been given the Nintendo treatment. So slam it into your Game Boy and we'll take a platform jump down memory lane.

PARACHUTE

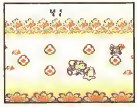




It's been kicking about since 1981 and still rules 16 years on. Guide Mario in his wooden boat to catch the falling Yoshis and Toads as they parachute from the heavens. Miss and they'll be tonight's dinner for the hungry octopus lurking under the waves.

VERMIN





The earliest of all the games on the cart, Vermin's been about since 1980. Your job as Yoshi is to stop those blasted vermin attacking your eggs by smacking them over the head with your mallet. This is the trickiest game on the cart, but once mastered you'll be eggs-cellent at it.

CHEF

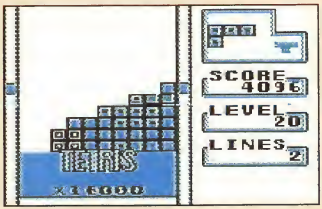




If you can't stand the heat get out of the kitchen! Grab your frying pan and get cooking with Princess. Try and juggle all manner of grub including bangers and steaks that are being flung at you from the two Ainsleys who just can't cook, won't cook!

TETRIS

Tetris - the Game Boy's ultimate mind-bending puzzler - has had a facelift and been wheeled out for another block-building bonanza. But does Tetris Plus still have the gameplay that made the original one of the best ever games?





What's it gonna be? A dose of Classic...

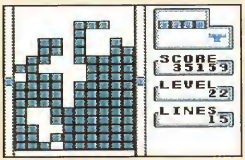


... or do you fancy rippin in to a mate?

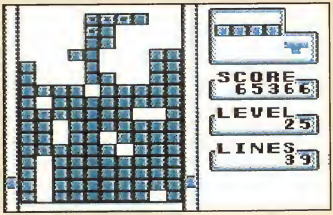
CLASSIC GAME

Relive those sleepless nights as you try to pit your wits against the original Tetris game, either on your own or against a mate through the Gamelink. For those of you who have been asleep for the past few years, the idea of Tetris is to make horizontal lines using the different shaped blocks that drop from the top of the screen. As each line is cleared, a meter on the edge of the screen begins to rise. When the marker hits the top, the level and the speed of the falling blocks increases.

It may not have looked much, but when the Game Boy was bundled with Tetris, people stood up and took notice. With its simple aim to set up lines of different shaped blocks before they reached the top of the screen, Tetris didn't just become a game, it became an addiction. Now the nightmare is about to start again with the release of Tetris Plus, which not only includes the original game, but some new options for you to play to death in the day and then dream about all night.



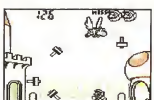
Right The true horror of your Tetris addiction realised all over again.

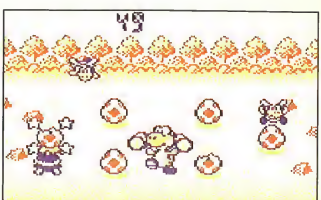


HELMET



Okay get the giggles over with 'cos this is a top game. Those familiar with the Mario theme will recognise this. You star as Wario whose mission is to leg it between two houses hitting the P-switch, collecting the coins while missing the hammers that are being chucked at you.





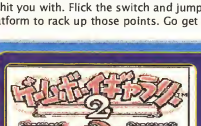
DONKEY KONG



A classic if ever there was one. The Princess has been kidnapped by the hairy ape and needs saving! Go from the bottom to the top of the screen, dodging the barrels that DK's trying to hit you with. Flick the switch and jump on the platform to rack up those points. Go get that girl!



This must be one of our favourite dino's first appearances.



GAME TYPE:	VARIOUS	CART SIZE:	3 MEG
NO. OF PLAYERS:	1 PLAYER	BATTERY BACK-UP:	YES
MULTI-PLAYER MODES:	NONE	MEMORY PAK:	NOT USED

BY: NINTENDO

PRICE: £19.99

TELEPHONE: 01703 653377

RELEASE: December

COMMENT Call me Grandad but I remember the days when Game & Watch were all the rage at school and now five great games are here for you to enjoy. They are no great works of art when it comes to the graphics but who cares when the games are so playable? These classics are as good as they were when the first came out and deserve to be in your collection now.

TIM STREET

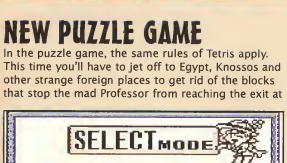
OVERALL

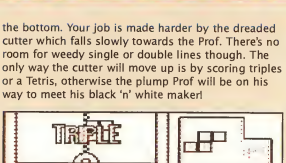
Five classic games all on one cart. Take a walk through videogaming history, you won't be disappointed.

90%

NEW PUZZLE GAME

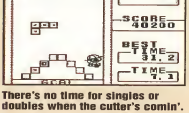
In the puzzle game, the same rules of Tetris apply. This time you'll have to jet off to Egypt, Knossos and other strange foreign places to get rid of the blocks that stop the mad Professor from reaching the exit at the bottom. Your job is made harder by the dreaded cutter which falls slowly towards the Prof. There's no room for weedy single or double lines though. The only way the cutter will move up is by scoring triples or a Tetris, otherwise the plump Prof will be on his way to meet his black 'n' white maker!

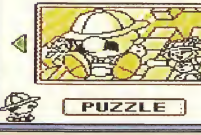






There's no time for singles or doubles when the cutter's comin'.





GAME TYPE:	PUZZLE	CART SIZE:	3 MEG
NO. OF PLAYERS:	1-2 PLAYERS	BATTERY BACK-UP:	YES
MULTI-PLAYER MODES:	NONE	MEMORY PAK:	NOT USED

BY: NINTENDO

PRICE: £29.99

TELEPHONE: 01703 653 377

RELEASE: OUT NOW

COMMENT The gameplay in Tetris Plus is just as simple as it ever was, but where it really kicks is its sheer addictiveness. Tetris Plus is mad in one player and absolute mayhem with two. You've gotta play it on the hardest levels to get the best out of it because it's a little too easy on the lower stages. One-player puzzle stages will definitely spice up your life. Tetris is tops!

TIM STREET

OVERALL

It's as good as its ever been. Plus, with the added puzzle game and two-player option, Tetris Plus is well worth your hard earned wonga.

88



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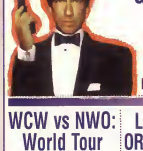
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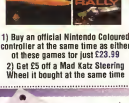
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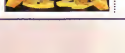


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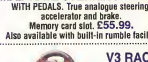
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WHEN I'M

Your one and only Official UK Nintendo Magazine is 64 issues young. To celebrate the birthday that draws us nearer to a pension plan, we thought we'd have a look at our five year history. And celebrate the N64 with 64 reasons why we've the best machine... ever!

1 You get to read the Official Nintendo Magazine and find out everything first!



2 The 64-bit spec gives us power!



3 The 64DD pushes games further



6 The Sniper Rifle in Goldeneye 007



7 The satisfaction of beating your mates



8 The celebrations in Konami's International Superstar Soccer 64



TOP 5 N64 FINGS

1. Nintendo 64 Control Pad Carry Case
2. Rumble Pak
3. Skinny Fit T-Shirt
4. Coloured Controllers
5. Nintendo 64 Record Bag





4 Metalhead Mario in Super Mario 64



5 Swinging Bowser around in Super Mario 64



ALL CHANGE...

Like the Big N, Official Nintendo Magazine has grown and evolved. On a stroll down Nintendo lane, here's a brief fly-by of five years of firsts, exclusives and cool freebies we've presented to you. How many of you remember these major events...?

64



9 You'll be able to download Game Boy games to your N64



Pocket Monsters can flit from your Game Boy to the 64DD. And fight!

10 It's under a ton! What a bargain

11 It's yours and your sister can't have a go

12 There's a modem on the 64DD add-on

13 Shigeru Miyamoto makes our games

14 The adrenaline rush from Extreme G



15 The cool water effects in WaveRace 64



16 The Rumble Pak

17 Four-player four-pad gaming action

18 The cool 3D stick





Oct 1992 Issue 1

- We launched our first ever issue. Who remembers the cool Time Boy keyring we gave away totally free?
- Zelda review scored a massive 96%
- DMA Design's Lemmings was number one in the Super NES chart for ages



Nov 1992 Issue 2

- NMS and the team appear on sad Saturday night show You Bet. Who can spot ex-Ed Andy and CVG's Tom Guise on this shot?
- The Bike Blaster's launched in the UK. It was a model of Mario's head with eight crazy noises and flashing eyes for your push bike



Jan 1993 Issue 4

- Another shot of Andy. This time wearing Mario underwear in the company of another strange man in matching pants. Just what are they pointing at...?
- Alien 3 on the Game Boy gets better reviews than the Hollywood movie!

19 You don't have to wait for an N64 to load your fave games



20 You can shoot people up the bum in Rare's Goldeneye 007



21 Nintendo will never ever do another Bubsy or Mr. Nutz game

22 The sleepless nights addicted to SM64



23 You'll have something to do when you pull a sicky from school

24 Zelda's comin'!



25 You can really fly in Pilotwings 64



26 No kisses off Gran. N64 techno-fear



27 The Battle of Hoth in Shadows of the Empire

28 Carts don't jump. CDs do!



29 You can annoy yer parents when all yer mates keep coming round to play on yer N64

30 Rare ONLY write games for Nintendo



31 It makes the PlayStation look crap



32 We get Mario instead of a blue squirrel and a Bandicoot



33 We don't get pixelly games



34 Nintendo doesn't do boring games



Allied General on PSX – yawn!



Sept 1993 Issue 12

- Street Fighter 2 Turbo arrives
- Zelda: Link's Awakening scores a whopping 94% on the Game Boy
- The dismal Claylighter series – the Mortal Kombat mickey take – crawls out of the mud and silently slips back again



Jan 1994 Issue 16

- Secret Of Mana receives the ONM award and 93% for its trouble
- Rumours of the Super NES FX2 chip and a second StarFox title are rife. D'oh!
- Yoshi gets his own cookies... if you're Japanese, that is



April 1994 Issue 19

- The World's first pics of Nintendo's Project Reality (N64 now) appear in the mag Everyone is completely blown away
- The first FIFA game shoots onto the Super NES and wows everybody with its fantastic footy action

35 It's brainier than the computers that took men to the Moon



36 Your Grandad can't use the 3D stick properly



37 We get the ultimate versions of games like Quake and Doom





38 When you're opening your N64 on Christmas Day, your sister has to smile sweetly and enjoy her My Little Monster: McDino catering set



39 Your machine's still gonna be sexy in the next century



43 The realistic, hi-res graphics in Acclaim's NFL Quarterback Club 64



40 The serious damage you can do with the Lightning Bolt in Mario Kart 64



44 You can be in games with Mario Artist and the Capture Cassette



41 The N64 looks as good as it is and the Saturn er, looks as good as it is!



42 Hypnotic choons that slip seamlessly into your ears



46 The Pocket Camera looks likely to work with the 64DD disk drive

TOP 10 N64 SCORES



1 Super Mario 64 **95%**



2 Goldeneye 007 **94%**



3 Diddy Kong Racing **94%**



4 LylatWars **93%**



5 ISS64 **93%**
6 Duke Nukem 64 **91%**
7 Mario Kart 64 **90%**
8 NFL Quarterback Club **90%**
9 FIFA: RttWC **90%**
10 Extreme G **90%**



Nov 1994 Issue 26

- Ace Nintendo developer, Rare, brings the Kongs to life in Donkey Kong Country. Donkey Kong fever sweeps the nation
- We give away a 32-page DKC book and score the game 97% – our second highest score ever. Impressed?



March 1995 Issue 30

- Rare's awesome Killer Instinct on Super NES arrives to blow everyone apart
- The Virtual Boy, er, stars at the America's Computer Entertainment Show
- StarWing 2 shots appear for the first time
- The Super Game Boy arrives in Britain



Nov 1995 Issue 38

- The first Mario RPG shots come to NMS
- Shaun and Simon both join the posse
- Final Fantasy VII is shown and rumoured to be on the Nintendo 64. Bah!
- Earthworm Jim gets a little naughty with his risque ad campaign

47 We don't have to rely on women's bits to make good games



48 Pizza tastes nicer playing N64

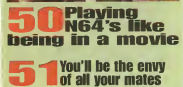


49 The laydeez love Mario Kart 64



50 Playing N64's like being in a movie

51 You'll be the envy of all your mates



52 You can deck-out your whole room with Nintendo gear

53 Your pad has 10 action buttons





54 In F-Zero X you can race on your own custom courses



55 Realistic 3D Worlds

56 You can save codes on a Memory Pak



57 The Nintendo Challenger



58 When you're stuck you can call your very own Official Hotline





59 The cool N64 stuff



61 The T-Rex in Turok: Dinosaur Hunter

62 Advanced virtual pets can live in your 64DD



63 Total interaction with your machine. Talk on a mic to your pet



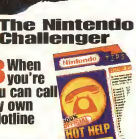
64 Super Mario 64 2





Nov 1996 Issue 50

- ONM gets the first playtest of Nintendo's awesome WaveRace 64
- Mortal Kombat comes out on vid
- Oh dear! Mr Do appears on Super NES and is an absolute steaming pile of doggy do!



March 1997 Issue 54

- Nintendo 64 arrives in the UK!
- We give away a complete solution to Super Mario 64 and a Turok: Dinosaur Hunter poster
- N64's fly out of the shops: 20,000 are shifted on the first Saturday







Dec 1997 Issue 63

- Diddy Kong Racing zooms onto N64 and blows the world apart
- Our Official Nintendo Battlecards are given away free with the mag
- To top it off, we also give you a DKR guide!

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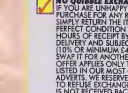
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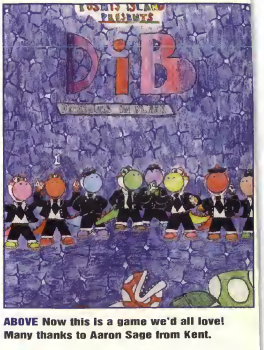
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Welcome to the Official Nintendo Magazine fans' forum. Judging by the mountain of post and e-mails we've received this month, you all have an opinion on the second Nintendo 64 price-drop. We'll have an in-depth look at this next month. 'Til then, keep your lovely letters rolling in, and we'll see you in the New Year. Have a great Christmas.



ABOVE Now this is a game we'd all love! Many thanks to Aaron Sage from Kent.

ONM ***The price of games will always be an issue. Although some titles appear expensive, you only have to look at the number of hours it takes to complete them to realise that they're fairly priced. I bet there's nobody who feels ripped-off by Goldeneye 007.***

Import games are always difficult to cover. While you all want to know what's available, you don't want to see pages on a game that'll never be released over here. Hopefully, we get the coverage just right.

IT'S JUST FOR FUN

Dear Club Mario,
I'm the proud owner of a Sony PlayStation as well as a Nintendo 64. After reading some of the letters printed in your magazine, I've developed a deep and utter loathing for these people who write in. Yes, it's fair to say that there's huge competition between the two manufacturers – and that's to be expected – but slating the PlayStation is unfair...

PRIZES

Thanks to our friends at Datel, each letter printed will receive a free 1 Meg Nintendo 64 Memory Card, while Spice Games win a ShockWave force feedback unit. Pics win a free Datel T-Shirt.



Send all your letters and drawings to:
Club Mario, Nintendo Magazine, EMAP Images, 37-39 Millharbour, Isle of Dogs, London E14 9TZ.

AMAZING GRACE

Dear Club Mario,
I'm amazed at the new price of the N64. Thanks to the reduction, I now own an N64 instead of a PlayStation. My brother and I put our money together to buy a PlayStation (even though I wanted an N64) 'cos we didn't have £149. On arriving at the shop, I noticed that the Nintendo 64 was only £99.99. Thanks to the new price we are now enjoying LylatWars. The graphics are so cool it's like you're flying!
Scott Jones, Saltney, Chester.

ONM ***I'm glad you were able to buy your dream machine. The PlayStation would've been a huge mistake. One reason for the price-drop was to allow new gamers the opportunity to afford an N64. You made the right choice. Welcome on board!***

VALUE FOR MONEY

Dear Club Mario,
I'm getting more and more annoyed at stupid people who complain about videogame prices being much too high. Even if every single Nintendo 64 cartridge cost no more than £20-£30, people would still say they cost far too much. I've always believed that you get what you pay for with Nintendo, and I don't mind paying a little bit more for the greatest games in the world.

I'd also like to say that I love your magazine 'cos you don't tell us not to buy import games. Instead, you take notice of every Japanese and American release and give potential buyers a few cautious words. I really like the way you don't preach to your readers, and always let us make up our own minds.
Richard Shepherd, Biggin Hill, Kent.

WORLD OF NINTENDO

This month's World Of Nintendo winner is Tim Clarke who spotted Mario's Cafe in Harrow. Well done, young Tim, a Datel T-shirt will be with you shortly. So, have you discovered any more Nintendo signs on your travels? If so, take a picture and send it to the usual address. And try not to send any more 'Mario' or 'Luigi' cafes. Let's look out for Link this time...



HAMMER TIME

Dear Club Mario,
I've a serious confession to make, although it wasn't my fault. I used to own a Sony PlayStation. Anyway, after rehabilitation and counselling, I now own an N64. When I sold my PlayStation I forgot to give the weirdo who bought it my two extra joypads. I was going to give them to a friend know who owns a PlayStation, but I didn't think it would be fair on them.

I tried wiping my backside with one controller, but it hurt too much and I came out in a rash. Then I tried to use the cable as dental floss, but the useless thing couldn't do that either. In the end, I decided to smash it with a hammer. I still have one left, so I sent it to you. See what you can do with it.
Drew Norbury, Bradley, Huddersfield.

ONM ***It's good to know you came to your senses before it was too late. We thought long and hard about what to do with your joypad. In the end, we took a leaf out of your book and smashed it with a hammer! And, just to prove it, here's the end result! If there's anyone else who'd like us to destroy something linked with the PlayStation or Saturn, send it to Mario's Hammer at Club Mario. We'll do the rest and you'll win a prize!***



(1) The PlayStation was around three years before the Nintendo 64.
(2) There are over 250 great games for the PlayStation compared to 10 on the N64.
(3) The N64 analogue controller is a great invention, but crap on most games. The D-pad would be more acceptable.
(4) There's no difference in the quality of graphics. In fact, the PlayStation is better.
(5) More people are opting for a PlayStation. Why else did Nintendo reduce the price?
(6) I don't see Maxim, Loaded or FHM giving away N64s. They all give out PlayStations.
Roy Murray, Surbiton, Surrey.

ONM ***You're taking this too seriously. It's no different to Man City supporters slagging Man Utd, even though they know which is the better team. A few of your points are odd. True, there are over 250 games, but 250 great ones? I don't think so! The 3D stick only struggles with beat-'em-ups. Haven't you played ISS64 with the 3D stick? Finally, the reason for PSX compos in the magazines you mention is that they match Sony's target audience. Get teen mags and you'll see N64 compos.***



ABOVE Everyone celebrate... Yoshi's Story is nearly here! From John Cullen in Ennis.

HE MUST BE MAD

Dear Club Mario,
I decided I had to write in response to Darren Gunkhorn's letter in Issue #61. How can he say that Super Mario 64 is a "slow" game, with lastability "not even worth mentioning."

Super Mario 64 is not at all slow, and is, in my opinion, the best videogame ever. I think that the sound, gameplay and graphics are all superb. Okay, so you may complete it in a week or two, but it's such a brilliant game that you don't mind playing it over and over again.
Ian Walker, Woking, Surrey.



ONM ***I knew we'd come back to this one. I think young Darren was trying to be controversial. Super Mario 64 is still the most talked about game in terms of graphics and gameplay. And it certainly isn't slow. Okay, it might be a little easy to complete, but it's still a game that we all go back to from time to time.***

THE GOOD OL' DAYS

Dear Club Mario,
I'm completely and utterly disgusted that you ripped, poor defenceless Seal off his throne at the height if his career. Seal's Mailbag was an asset to the whole magazine. Instead of saving the poor mammal's integrity, you gave him one crummy little column in the middle of nowhere. How on earth can the tortured genius fit all the letters and pictures into that tiny space? It's outrageous behaviour and I want to know why you did it. It would give me great pleasure if you could give Seal just a little more space, or at least print my letter to give other angry readers the confidence to write in. We're with you, Seal. Don't lose hope!
James Booth, Lodge Moor, Sheffield.



ABOVE Link and Navie wade into battle. Good work Oliver Hutt from Billingshurst.

LETTER OF THE MONTH

IMPOSTOR IN THE RANKS

Dear Club Mario,
I was reading with interest through issue #62 when, to my surprise, I noticed a familiar-looking picture. The picture in question was a comic strip sent in by Darren Alfrod. I tried to find out why this looked so familiar.

I scanned all my NMS mags, but found nothing. Then I remembered a copy of Club Nintendo which dated back to 1990. At last, I'd found it!

It's almost identical to the original, aside from Mario's now shown playing with a Nintendo 64 instead of a Game Boy, and the Rumble Pak has replaced the GB.

Sorry about this, Darren my old pal, but something just had to be done about this.
Chris Evans, St Peter, Jersey.

ONM ***Well spotted, Chris. Darren certainly pulled the wool over our eyes. It just goes to show that you can't fool everyone. Thanks to all of you who spotted Darren's gaff. He, or anyone else, won't be doing that again in a hurry. Go on, just you try...***

PICTURE OF THE MONTH

By Ollie Furze, Maldon, Essex.



Thanks to Acclaim, both Letter and Picture Of The Month win a copy of



READER SPICE GAME

DONKEY KONG SOCCER 64

GAME TYPE Serious soccer sim with a difference

NO. OF PLAYERS 1-4

SCENE SETTER After defeating K.Rool yet again, DK decides to sort it out once and for all on the football field. Both competitors need 10 mates to help them.

WHAT YOU DO Basically, it's a footy game. However, players are able to collect bananas which randomly fall from the trees. These offer special abilities such as power shots, crazy kicks and speed boosts.

BEST BIT Making loads of substitutions and watching each new player leave his tree house and enter play via a swinging vine.

JUST IMAGINE Donkey Kong's crazy celebrations every time he scores. Not surprisingly, there'll be lots of Monkey business on offer...

LIKELIHOOD This would make a great football sim. There are enough DK characters to form two sides, so maybe it'll happen. How about it, Rare?

• James Laycock is the lucky winner of a Datel ShockWave force feedback unit. Send your Spice Games to the usual Official Nintendo Magazine address.



ABOVE Sonic and Crash feel the wrath of Mazza. Cheers to Jason Ferris from Burnley.



ABOVE Come get some, Clay-boy! Bryan Ward from Currie, Edinburgh, is the artist.

ONM *To be honest, Seal's happy with this new arrangement. And so are we. It's impossible working with him when the weather's hot – he stinks! No, we're much better off this way. Now you can get your gaming problems off your chest without getting slagged off. Don't worry, James, fishface will always be part of the mag.*

WHATEVER NEXT?

Dear Club Mario,

I bought my N64 in August as I thought there wouldn't be another price drop. Recently I saw an advertisement for Dixons selling the N64 for £99.99. Come on! The N64 is worth much more. It's cheaper than a PlayStation! And with the extra £50 I spent, I could've bought myself another excellent game.

At the end of the day, everybody loses one way or another. Think about the people who bought their N64 for £250 – they lose £150.

Why's Nintendo playing games with its customers? The Nintendo 64 hasn't even seen its first Christmas yet!

Peter Collymore, Wembley, Middlesex.

ONM *I wouldn't feel cheated by the price you paid. £150 is excellent value for the most powerful console on the planet. With Sony owning a huge percentage of the market, Nintendo had to do something to close the gap. The price drop allows more people to buy an N64 which'll increase Nintendo's market-share. Simple as that.*

MOVIE MADNESS

Dear Club Mario,

I need some help understanding a massive problem that always troubles me. Why is it that none of the Nintendo 64 games contain FMV sequences? I've noticed that most of the best PlayStation games such as Tomb Raider, Tomb Raider II, Alien Trilogy and Final Fantasy VII all feature movie intros.

I know that FMV uses much more memory from the cart, but I want to know what the difference is in the way the PlayStation uses FMV and why the Nintendo 64 is unable to reproduce the same intros?

I believe that FMV is quite important 'cos it makes games look more attractive.

Chris Wade, Island Gardens, London.

ONM *The main reason for not including FMV intros is down to memory. A normal CD can store over 600 Megabytes of data, whereas Nintendo 64 cartridges can only store around 128 Megabytes. I know that FMV intros can make even the poorest game seem cool but, once you've watched a video clip, you're never likely to go back and view it again. Also, how many times have you seen so-called screenshots in magazines that turn out to be intros? At least with the N64, you know you're always seeing in-game action. And the best thing is that you can pick-up exactly where Nintendo movies leave off. In LylatWars, you can take a break to watch a movie, then join-in the moment it ends without any change in graphic quality.*

F.A.Q

I've heard that Konami is releasing Goemon 5 in the UK. Is this true?

ONM *Yes! However, the name's been changed to The Mystical Ninja starring Goemon. It's expected as early as March 1998.*

What's happened to Quake on the Nintendo 64?

ONM *The developers delayed Quake 64 so they could improve the multi-player mode. The game will be released in March 1998. Check out news for more details.*

Is Nintendo planning to release any sports games? If so, what are they?

ONM *The Big N has established the Nintendo Sports label to bring top quality sports sims to the Nintendo 64. So far, the games that have been confirmed are Ken Griffey's Baseball, 1080° Snowboarding and NBA Basketball. Although this list is very short, it's bound to keep on growing over the next six months. Look out for more top third-party sports sims, too.*

Will Robotech: Crystal Dreams ever be released?

ONM *We're not sure to tell the truth. Gametek was taken over earlier this year, and the new company didn't want to release the game. It might still happen...*

Does your magazine have its own web site?

ONM *EMAP Images (the same company responsible for ONM) has established a web site called Game Online. We can be found at www.game-online.com.*



ABOVE Great drawing Stuart Robinson from Tibshelf, but would Mario and Yoshi scrap?



ABOVE Cool dude Mario and pals ride the waves. From James Hare in Lanarkshire.

WE WANT LARA!

Dear Club Mario,

I feel a great sense of injustice that there'll never be a Tomb Raider game on the N64, due to the deal between Sony and Eidos. I realise that Eidos isn't familiar with the N64, but that doesn't mean that the game would be any poorer. Surely Eidos would make much more profit if they release the game on more than the PlayStation and PC. Maybe Nintendo didn't try hard enough to secure a deal...?

If the PlayStation 2 arrives, it'll make the existing machine redundant and introduce a new set of programming codes. Surely then it would make sense for Eidos to bring Tomb Raider to the N64, or even the 64DD?

Mark S, Rainham, Essex.

UNN ***Who's to say that Core Design won't come up with another top title, exclusive to the Nintendo 64, that'll put Tomb Raider to shame? Although there's still a remote possibility that Lara Croft will make an appearance at some point, it's starting to look unlikely. And who cares anyway? PlayStation owners will never, NEVER have versions of Goldeneye, Super Mario 64, Zelda 64, Diddy Kong Racing and LylatWars. We're the lucky ones!***

MARIO IN DISGUISE

Dear Club Mario,

For its apparent disregard for the people who stayed loyal to them before the release of the N64. I'm compelled to write concerning the senseless decision to release Super Mario 64 on the PlayStation. It's a kick in the teeth for everyone with a Nintendo 64.

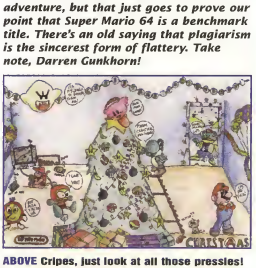
Not only is the decision itself bad enough, but they've given Sony the licence to alter the game as they see fit. The Mario character has been replaced with a laughable crocodile, and the game's been renamed Croc. Surely this is madness on Nintendo's part, or maybe it hasn't given permission for Sony to release Super Mario 64 on the PlayStation?

Perhaps I'm being cynical, but surely Sony wouldn't stoop so low as to blatantly rip-off Mario 64, would it?

Sony is dead and no one cares. The Nintendo 64 is now only £99.99. Get into it!

Patrick Smoon, Shoreham-By-Sea, W Sussex.

UNN ***If Sony wants to release a Super Mario 64 rip-off, let them do it. The gaming public isn't stupid, and they'll instantly know the score. I agree that Croc looks similar to Mazza's awesome adventure, but that just goes to prove our point that Super Mario 64 is a benchmark title. There's an old saying that plagiarism is the sincerest form of flattery. Take note, Darren Gunkhorn!***



ABOVE Cripes, just look at all those pressies! Happy Xmas Richard Bowers from Witham.



SEA-MAIL

Welcome to my column, my little halibuts. I've just scanned the pages of Club Mario and I noticed a letter complaining about the lack of space for my mailbag. Don't worry about me! My time will come again. Just keep your letters comin', or e-mail me at seal@ecm.emap.com.

FEEL THE FORCE

Dear Seal,

Seal, you have to know something. I'm your father, and fellow Seal. My name's Darth Wader. I live in outer space, and I've watched the Rebel Forces and Dash Rendar defeat the Dark Side – he goes by the name of CLAYS.

I feel the power which flows through you, Seal. Enclosed is a light-sabre, which can be used to destroy CLAYS. Hopefully, we'll meet some day.

Chris Eastwood, Teddington, Middlesex.

SEAL Are you a nutter? It's going to take more than a light-sabre to rid the mag of Claysie. It would be nice to dissect Simon, though, piece by piece. Maybe it's worth considering after all...

BITS AND PIECES

Dear Seal,

I've been told that I have a sadistic nature, so perhaps I can help you to overthrow Clays. Here's a list of my favourite methods:

- Tie a wild horse to each limb and send them off in four different directions.
- Purchase a semi-circular blade and suspend it from the ceiling. Now, grab Simon and tie him underneath. The blade swings back and forth cutting through one layer at a time.
- Visit a butcher and borrow a mincer and a meat cleaver. Chop Simon into pieces and place them in the mincer bowl. You can now make burgers and feed them to your friends or pets.

Caroline Kelly, Maghera, Co Derry

SEAL You're right about your sadistic mind. I thought I was the only one who had thoughts like that! The idea of Simon being pulled apart by horses sounds good. Simon won't sleep once he's read this column!

SEAL'S MOST WANTED

- **What you hope to see in 1998**
- **Pictures of Darth Wader (Seal's so-called father)**
- **Seal's New Year's resolutions**

NAME THAT GAME



1	2	3	4	5
6	7	8	9	10

11	12		

To solve this month's brain-teaser, simply fill the boxes with the first letter or initials of each answer.

1	Hudson's most popular, and explosive, super hero.	6 and 11	Rare's golden-coloured beat-'em-up.
2	Company responsible for Extreme G.	7	The first and only chicken to star in his own game.
3	The American Football League in Quarterback Club.	8	Link's damsel in distress.
4	American quiz show coming to the Nintendo 64.	9	One of the Lost Vikings.
5	The Winter Games being brought to life by Konami.	10	The UK distributors for Multi Racing Championship.
		12	Shiny's wriggly friend Jim is one.



ISS 64 may be the fans' favourite, but waiting on the subs' bench are two new imports based on Japan's J-League. As we reach fever pitch at ONM, we see if Dynamite Soccer 64 is worthy of the Premiership crown...

There aren't many footie games on the market but those that have graced the N64 have either hit the target or gone sailing over the bar into Row Z. FIFA 64 is awful, ISS 64 is superb – it's as simple as that. But with FIFA : Road To The World Cup '98 restoring EA's reputation, fans of the beautiful game have at last got something to cheer about. Now, Imagineer's J-League Dynamite Soccer 64 is here to add to the line-up. Is it ready to humble the big league players in a sustained bid for the title, or is it as depressing as watching Spurs on a Saturday afternoon? Let's find out...



HE'S FAT, HE'S ROUND, HE SCORES AT EVERY GROUND...

There are different types of shot depending on your position in the box. You'll can either place the ball past the keeper with the precision of Alan Shearer with just one tap of the A-button, or hit the ball for six and watch it burst the onion bag with a double tap. The same goes for all other set-plays. If you brush up your silky skills you can impress your mates with diving headers and volleys. But you'll need to watch the ball's shadow as it swings over from the wing 'cos there's no marker to judge where the ball's gonna bounce.





BY:
IMAGINEER

PRICE:
SEE IMPORTER

TELEPHONE:
NOT APPLICABLE

RELEASE:
OUT NOW (JAPAN)

GAME TYPE:	SPORTS SIM	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-2	BATTERY BACK-UP:	NO
MULTI-PLAYER MODES:	VARIOUS	MEMORY PAK:	SAVE PROGRESS

IN A LEAGUE OF THEIR OWN

Dynamite Soccer 64 is one of the first games on the N64 to incorporate players and teams of the Japanese Football League. The teams may not sound as glamorous as Liverpool, Manchester United or even Grimsby Town, but Dynamite Soccer 64 is faithful to the Far Eastern league.



Choose a team and go for those goals – the computer's easy meat!

IT'S A GAME OF TWO HALVES

Choose the length of the game – up to ten minutes – and select one of four game types as you attempt to do on-turf battle in a friendly match, Cup, League, or all-star competition.

FRIENDLY



Choose one of the 16 teams on offer and give it your all in a do-or-die match over 90 minutes. Extra time and penalties are included if required, but there's no prize for the winner.

CUP



The FA Cup may be the most famous knockout footie tourney in the world, but you too can play for glory and live the passion Japanese style-o, as you attempt to win the J-League cup.

LEAGUE



Can you survive a whole season in the cut-throat world of football management? Now's your chance to carve your name in stone as you choose a team and do battle over an entire season.

ALL-STAR



Choose the best players from either of the J-League divisions, East or West, and then run your men ragged. This one will definitely sort out the men from the boys...

DRIBBLE IT – JUST A LITTLE BIT

Fortunately for DS64 the game's AI is pretty cool. Most of the players run for the ball and, unlike some other football games, they don't all go running at once, like a flock of bleating sheep. This makes passing the ball more effective as you spray it about from wing to wing with the use of the radar. Unfortunately, even the softest touch may mean that the ball flies off the pitch as if it's being played on astroturf. Cue the joypad being thrown against the wall. Again!



There's a pitch battle going on down there...



Oi, mate! I'm through, pass it!

FOUR-WAY FOOTBALL FRENZY!

If you're a popular kinda guy (or girl) then you'll be happy to know that Dynamite Soccer 64 isn't just for one. Although you can play against the computer, loads more fun and other such malarkey can be had when you grab a load of mates. Up to four players can get their kicks in Dynamite Soccer 64 – either on the same team or against each other.



Run away and hide your fragile legs! It's Ludo Miklosko!



A LOAD OF OLD BALLS

Although the graphics on Dynamite Soccer 64 won't turn yer bonce, the game has some neat little touches that really make the gameplay go with a bang! Hitting the Z-trigger when you're in possession will push the ball in front of your player, which is great when you want to send it one way, you the other and leave a defender not knowing which way to turn!

N64 VIEW

Worth a go if you're mad for footie action

TIM STREET

Dynamite Soccer 64 may be a blast but it doesn't go with a bang. Compared with the likes of ISS 64 and FIFA '98 it comes nowhere near, it isn't even in the same league. The graphics are hardly what you'd expect from a machine as powerful as the N64 and there's just one camera angle – a Super Soccer rip-off, although the player movement is much better. Shooting takes a bit of getting used to. In fact, you'll see most of your first attempts burn the woodwork or fly over the bar. After mastering all the defects, though, this is a good crack, and isn't as bad as it may look. Worth a go if you're mad for more football action.



Dynamite Soccer didn't exactly take the N64 by storm this time round but maybe it ain't all doom and gloom as we lace up our boots and cheer on another J-League jamboree...

J-League Eleven '97 Beat's the name of the game in Hudson's attempt at emulating the goals, guts and glory of the Far Eastern J-League. Hudson themselves are no strangers to the N64 with the officially licensed Power League 64 already out on import and the classic Nintendo star Bomberman bumbling back. But Hudson are trying to kick back with a new look for all you die-hard football fans out there who want yet another soccer game to add to your game collection. Most people love a decent football game but is this yet another sports title that doesn't give the N64 justice? Let's go through the turnstiles and yell some abuse from the terraces. Ha'way the lads!





J-LEAGUE ELEVEN '97 BEAT



They've only been on the pitch seconds and already JEF United are in on goal!

IT'S A GAME OF TWO HALVES

Instead of having an above and behind angle like in Dynamite Soccer, J-League Eleven '97 Beat does things a lot differently. This time a camera is suspended above the pitch, panning in and out of the frantic action depending on where it's happening down below. The further you get up the field the further away the camera gets. Knocking the ball about in midfield will show the players in close-up, but this can get frustrating, as the computer tends to come from just off-screen to steal the ball from under your nose!



On me 'ed mate! In your face football action is the order of the day





BY: HUDSON

PRICE: SEE IMPORTER

TELEPHONE: NOT APPLICABLE

RELEASE: OUT NOW (JAPAN)

GAME TYPE:	SPORTS SIM	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-4	BATTERY BACK-UP:	NO
MULTI-PLAYER MODES:	VARIOUS	MEMORY PAK:	YES

FOOTBALL FOCUS

Look in your average Local Rag on a Monday morning and the chances are you won't find any football results from the Land of the Rising Sun. If you've still no idea what the J-League's all about, fear not as ONM takes you on a whirlwind tour of four of the best squads in the Japanese Football League...

JEF UNITED ICHIHARA

Get this tootie fans. JEF United were established as the JR East Furukawa Football Club Corp in 1991 by the Funkawa Electric Co. Ltd and East Japan Railway Company. Hmmm. Doesn't quite roll off the tongue as well as Arsenal or West Ham, does it now?

KASHIMA ANTLERS

Come on you Antlers! Despite the odd sounding name, the Kashima Antlers are the Manchester United of the J-League. They beat just about everyone last season with a near perfect record to become the J-League's supreme champs!

NAGOYA GRAMPUS EIGHT

Grampus Eight has played host to one of the greatest English strikers since the war – Gary Lineker. Unfortunately for our Gazza, a nasty toe injury wrecked his career and he's been stuck with those paintully unfunny crisp adverts ever since. Ahh.

URAWA RED DIAMONDS

You may think that Sumo's more of a favourite pastime in Japan than watching 22 grown men kick a bit of plastic around, but you'd be wrong. In tact, the Diamonds has one of the biggest grounds in the J-League. It can tit a whopping 21,500 fans in!

CAR-TOON ARMY

Some of you older ONM readers may remember the antics of Soccer Kid, a platform hit a few years ago. Well take that and mix it with a little of the oriental and you've got J-League Eleven '97. All the players have been given the cartoon treatment complete with small bodies, big heads and stuck on eyes and eyebrows! Hit a player hard with a crunching tackle and you'll hear a BOING! as the opposition player's knocked off his pins. When you score a goal you'll be treated to an action-packed few seconds as your goal is replayed.



Oh my God the keeper's beat! What a tantastic strike! Now celebrate again with the replay!



It's the dreaded penalty shoot-out! Will he do a Southgate or Waddle?

CAN YOU KICK IT?

If you want the most out of a football game, J-League Eleven '97 beat is as good as any. Choose one of 16 teams and you can play in everything from friendlies to league and cup competitions. There's also the opportunity to take one-to-one pot shots in a penalty shootout competition against the computer. Formations, tactics, match length and your top choice of who to take the corners and free kicks has been included too. You can't say fairer than that can ya?





You can choose from loads of options such as the weather and stadia.

YOU'LL NEVER WALK ALONE

Even though the cartoon feel of the game may not appeal to many serious gamers out there, the AI is pretty hot in J-League Eleven '97 Beat. Most of the players follow the ball about, and some great passing moves can be strung together without too much hassle from the computer opposition. Because of the different camera angles the only problem you'll find is that judging the ball's bounce can be confusing as you stand and stare as you watch the ball fly over your head. Suss this out and you'll be able give the ball some right welly and head for goal as the computer teams fail dismally to cope with the long ball game!



N64 VIEW

"Run-of-the-mill stuff. Beaten 10-0 by ISS64!"

TIM STREET

It's a tough choice for all you J-League fans out there, with not one but two titles devoted to the beautiful game. Overall there isn't much **to choose between the two playwise**, but the cartoon feel of J-League Eleven '97 Beat edges out Dynamite Soccer 64. The graphics won't stop you in your tracks, but there's **hardly any slowdown** at all and some of the effects are well put together. Having said that, there's one big gripe – **it's too easy to score**. After a few goes you'll have the computer opposition running around like headless chickens as you bag another one. **J-League Eleven '97 Beat is pretty run-of-the-mill.**

One of the all-time classic puzzlers is winging its way to the N64. Oh yes, the addictive qualities of Puyo Puyo Sun look set to grip us all once again.





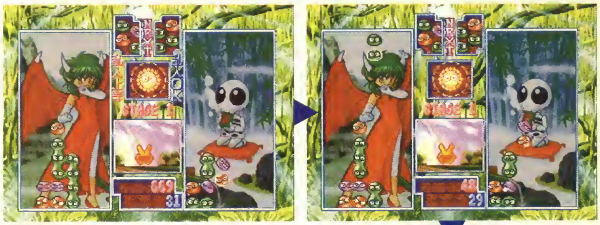


Although Puyo Puyo has never quite achieved the dizzy heights of stardom as Tetris, it's still made a very good name for itself over the years. One of the reasons for this is that it's viewed as a cool multi-player game, whereas Tetris has always been about clocking up the highest number of lines rather than kicking your opponent's butt. As technology moves on, you'd expect new titles to be far more advanced, although, as you're about to discover, if the gameplay's great, the game can still succeed without the need for fancy graphics...

PUYO PUYO SUN 64

WHAT'S IT ALL ABOUT...?

Although the idea of Puyo Puyo is very simple, there's always been some confusion regarding the attack patterns. Every time four puyos join, they disappear. However, if you attach more, it produces ojama-puyos (clear blobs), which rain down on your opponent's grid like a month of wet mondays, causing no end of trouble as they fill the spaces left for their attacks. If you really want to cause problems for your opponent, you need a quick lesson in the art of rock-hard chain reactions.



ABOVE Battle commences and the familiar little coloured blobs start fallin' from the top of the screen.





BY:
COMPILE

PRICE:
SEE IMPORTER

TELEPHONE:
NOT APPLICABLE

RELEASE:
OUT NOW (JAPAN)

GAME TYPE:	PUZZLE	CART SIZE:	64 MEG
NO. OF PLAYERS:	2	BATTERY BACK-UP:	NO
MULTI-PLAYER MODES:	VARIOUS	MEMORY PAK:	SAVE PROGRESS

IN THE MIDDLE OF A CHAIN REACTION

By creating a chain reaction, it's possible to completely turn the tide on your opponent. The idea is to place your puyos so that a second line is produced after the first set of blobs has disappeared. Naturally, the more lines you create, the greater the damage to your opponent. Oh, but before you think you know it all, there's the small matter of the Puyo Suns.



The ladies get street tough. Who's gonna kick ass? Ol' green wig or the chick in the mini-skirt?

EXPECT THE UNEXPECTED

Although in the past you could see the build-up of ojama-puyos, you never quite knew how many to expect. The 64-bit edition has introduced a Herald Puyo at the top of the screen which indicates the quantity of blobs which are about to be unleashed on your opponent. Each type of combo is given a name, and some are capable of ending a match in a few seconds. For your general Puyo Puyo deliberation, check these attacks out...

ATTACK	OJAMA-PUYOS
Small Puyo	1
Medium Puyo	6
Meteorite Puyo	30
Star Puyo	180
Moon Puyo	360
Comet Puyo	720
Saturn Puyo	1440



THE SUN ALWAYS SHINES...

After producing a combo Sun, puyos drop which, again, can cause problems by blocking your path. However, unlike ojama-puyos, these can work to your advantage if used correctly. By removing puyos (using either technique) which are in contact with the Suns, the amount of ojama-puyos increases dramatically, giving your opponent a right broadside of puyo power up the back-box!



MEET THE GANG

Puyo Puyo Sun boasts no fewer than 19 characters, all of which each have a unique attack pattern. Let's meet the three main warriors and some of the other, rather odd leading contenders.





ARLE-NADJA

Arle is a sorceress with an abundance of magical powers. Her strength is that she never tires.

SCHEZO-WEGEY

Even with his silver hair, Schezo is a master of disguise with the ability to steal other players' powers.





DORACO-CENTAUR

Doraco is half dragon, half human. At present, she's taken the guise of a girl.

SKELETON-T

For some strange reason Skeleton loves nothing more than a cup of green tea.





HARPY

One of the worst singers in the known universe. Unfortunately, she never ever shuts up.

CHOPUN

Chopun is rumoured to be Arle's partner in crime. He loves all cartridge-type games machines.





INCUBUS

A magician who is neither man nor woman. This character speaks strange English to appear elegant.

SATAN

Satan is the emperor of Darkness. At the tender age of 100,025 years he plans to settle down.



N64 VIEW

"Still as good a puzzler as ever!"

SHAUN WHITE

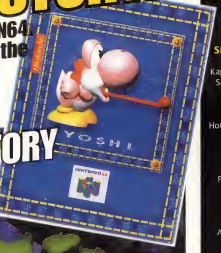
Bearing in mind this has appeared on virtually every console, there was no surprise when the N64 edition was announced. Despite the fact that it hardly pushes the N64, it still remains an **excellent puzzle game**. Okay, so it's a 16-bit title with fancier backgrounds, but when a puzzler such as Puyo Puyo comes along, there's no need to alter the gameplay. **Its highlight is still the two-player** mode which is as **addictive as ever**, although the difficulty has been increased in the various one-player modes. If you want a puzzle game for your N64, **don't pass up the opportunity to experience Puyo Puyo Sun.**

NEXT MONTH!

I WANNA TELL YOU A STORY...

OVER 200 SCREENSHOTS

Nintendo's favourite dinosaur roars onto N64. We play it to death and tell you whether the cuddly lizard's a rockin' reptile or a slimy snake.





COME GET SOME!

Duke Nukem 64 ripped open! Hail to the King as we equip you with everything need to know about this brill 3D first-person shooter.

YOSHI'S STORY

Interested in finding out everything about Yoshi? Read next ish.

FREE GIFTS: THE SECOND COMING!

Yep, Nintendo lovers, it's part two of our poster-fest. Get Feb's issue and complete your Diddy Kong poster set.

TIPS OVERLOAD

Ain't nothin' but a G thing: the final seven Extreme-G courses sussed for you. PLUS! 52 pages of tips, cheats and guides to make you a Nintendo 64 demon.

PLUS! Every new game first!

REVIEWED



Fighter's Destiny

The best fight fest yet for N64?



Nagano Winter Olympics 98

Hit the snowy slopes with Konami.

PLAYED TO DEATH



Aero Wings Assault



Wild Choppers

N64 flight sim winners? Or should they both be shot out of the sky?

● **Mortal Kombat Mythologies revealed!**



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